MAB-RVL-S-UKV-C0

NOT FOR RESALE
REPRINT
Wii™

# *OPERATIONS MANUAL*
## *Channels & Settings*

6114146

UK and Ireland:
Nintendo UK
55 - 57 High Street, Windsor, Berkshire, SL4 1LP, U.K.
www.nintendo.co.uk

Nintendo

[1006/UKV/RVL-HW]

*This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.*

**IMPORTANT:** To protect your health and safety, and for correct use of the Wii™ console, please carefully read the following instructions in this operations manual before using the Wii console. This operations manual contains important health and safety information. Please keep this book for future reference.

The Wii Network Services will work only with the Wii console.

NOT FOR PREPRINT

## Contents


| | |
|---|---|
| Health and Safety Information | 4 |
| Wii Menu | 6 |
| Disc Channel | 8 |
| SD Card Menu | 10 |
| Mii™ Channel | 14 |
| Photo Channel | 21 |
| Wii Shop Channel | 28 |
| Virtual Console™ | 30 |
| WiiWare™ | 32 |
| Wii Message Board | 34 |
| Wii Settings and Data Management | 42 |
| Important Privacy Information | 49 |
| HOME Menu | 60 |
| Wii Keyboard | 62 |
| Troubleshooting | 64 |
| Error Messages and Codes | 66 |
| Contact | 69 |

# 1 Health and Safety Information

**IMPORTANT SAFETY INFORMATION – READ THE FOLLOWING WARNINGS BEFORE SET UP OR USE OF THE Wii CONSOLE. IF THIS PRODUCT IS TO BE USED BY YOUNG CHILDREN, THIS MANUAL SHOULD BE READ AND EXPLAINED TO THEM BY AN ADULT. FAILING TO DO SO MAY CAUSE INJURY.**

### ⚠ WARNING – SEIZURES

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.

Parents should supervise children when playing video games. Stop playing immediately and consult a doctor if your child or you have any of the following symptoms: **convulsion, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, disorientation.**

To reduce the probability of a seizure when playing video games:

- Sit or stand as far from the screen as possible.
- Play video games on the smallest available television screen.
- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a 10 to 15 minute break every hour.

### ⚠ WARNING – REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children to ensure appropriate playing time.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

### ⚠ WARNING – ELECTRIC SHOCK

To avoid the possibility of experiencing an electric shock when you use this console:

- Do not use the Wii console during a lightning storm. There may be a risk of electric shock from lightning.
- Only use the Wii Power Supply that comes with your console.
- Do not use the Wii Power Supply if it is damaged, split or there are any broken cords or wires showing.
- Make sure that the Wii Power Supply plug is fully inserted into the wall socket or extension cable socket.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the POWER Button is switched off before removing the Power Supply plug from a socket.

### ⚠ WARNING – PREGNANCY AND MEDICAL CONDITIONS

Consult your doctor before playing Wii games that may require physical activity if you are pregnant, suffer from heart, respiratory, back, joint or orthopaedic problems, have high blood pressure, or if your doctor has instructed you to restrict your physical activity or if you have any other medical condition that may be aggravated by physical activity. Persons receiving treatment for an injury or disorder involving the fingers, hands or arms should NOT use the rumble function of the Wii Remote™ Plus.

**NOTE:** This product does not contain latex. This product complies with applicable laws prohibiting the use of toxic materials such as lead, mercury, cadmium, hexavalent chromium, PBB or PBDE in consumer products.



### ⚠ CAUTION – MOTION SICKNESS

Playing video games can cause motion sickness in some players. Stop playing immediately if you experience dizziness, nausea, fatigue, motion sickness or similar symptoms, or if you experience discomfort in your eyes, hands or arms, or otherwise feel unwell at any time during game play. Do not drive or engage in other physical activity until you feel better.

### ⚠ WARNING – RADIO FREQUENCY INTERFERENCE

The Wii console and Wii Remote Plus can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Wii console or Wii Remote Plus within 25 cm (10 inches) of a pacemaker.
- If you have a pacemaker or other implanted medical device, do not use the Wii console or Wii Remote Plus without first consulting your doctor or the manufacturer of your medical device.

### ⚠ WARNING – EXPOSURE TO RADIO FREQUENCY RADIATION

To comply with RF exposure compliance requirements, a separation distance of at least 20 cm must be maintained between the Wii console and all persons. This console must not be co-located or operating in conjunction with any other antenna or transmitter.

### ⚠ CAUTION – LASER DEVICE

The Wii console is a Class I laser product. Do not attempt to disassemble the Wii console. Servicing of the product should be carried out by the Nintendo Service Centres only. **CAUTION:** Making any adjustments to or performing any procedures on the Wii console that are not detailed in this operations manual may result in hazardous radiation exposure.

**Specifications:**

| | |
|---|---|
| Laser Type: | Semiconductor laser |
| Laser wave length: | 662 nm (typ.) (647 nm ~ 687 nm) |
| Laser power: | Max. 0.9 mW |
| Numeric aperture: | 0.6 |

### ⚠ CAUTION – BRIGHTNESS OF TV SCREEN

The brightness of the TV screen differs with each TV but can typically be adjusted. Always play games with the appropriate brightness setting. Excessive brightness or darkness can cause discomfort. If necessary, please refer to the instruction manual of your TV for guidance on how to adjust the brightness of your TV.

### ⚠ WARNING – DANGEROUS PARTS FOR CHILDREN

Not suitable for children under 36 months of age – strangulation hazard. The Wii Remote wrist strap and the cord of the Nunchuk™ can coil around the neck. Adhesion tapes for the Sensor Bar and protective film of adhesion tapes, Sensor Bar stand and Sensor Bar all form small parts and could be swallowed.

### ⚠ CAUTION – USE THE WRIST STRAP

Always keep a firm grip on the Wii Remote Plus and use the wrist strap at all times when playing Wii games to help prevent losing your grip on the Wii Remote Plus and reduce the risk of causing damage to the Wii Remote Plus and surrounding objects, or injury to other people, should you accidentally let go of the Wii Remote Plus during game play. Please ensure there is sufficient distance from other people and objects when using the Wii Remote Plus to avoid colliding with other persons or things.

ALWAYS WEAR THE WRIST STRAP WHEN USING THE Wii REMOTE PLUS

- Make sure all players use the wrist strap and that the strap lock is correctly tightened.
- When sharing the Wii Remote Plus between multiple players, make sure that each person using the Wii Remote Plus uses the wrist strap properly.
- Wearing the wrist strap will help prevent the Wii Remote Plus from being thrown across the room or dropped if you accidentally let go of it during game play.



NOT FOR REPRINT

HOLD THE Wii REMOTE PLUS (AND THE NUNCHUK IF BEING USED) FIRMLY; DON'T LET GO, AND DON'T USE EXCESSIVE MOTION DURING GAME PLAY

- Even while wearing the wrist strap, make sure you don't let go of the Wii Remote Plus during game play.
- You should NEVER let go of the Nunchuk controller (if being used) or let it swing loose during game play.
- Follow the game instructions for releasing or letting go of on-screen objects like balls, swords and the like. Usually you do this by releasing or pushing a button on the Wii Remote Plus. You should NEVER let go of the Wii Remote Plus itself to perform a function in the game.
- If your hands become sweaty or wet for any other reason, stop playing and dry your hands before continuing.
- The Wii Remote Plus responds to minor movements, so excessive or forceful actions are not necessary. We therefore recommend that you do not use excessive, rapid, violent or swinging motions as these might cause you to accidentally let go of the Wii Remote Plus and may break the wrist strap. This could result in injury to people nearby or cause damage to other objects or the Wii Remote Plus, should you lose your grip.

ALLOW ADEQUATE ROOM AROUND YOU DURING GAME PLAY

- You will probably move around while using the Wii Remote Plus, so be careful that the areas that you might move into are kept clear. Make sure that furniture, objects and other people who are out of the play area so that you do not accidentally bump into them while playing. Also, be careful of any objects above you (e.g. lamps) that you could collide with if you jump or raise your hands above your head. Of course, such movements are not necessary as the Wii Remote Plus reacts to minor motion. Remember to take extra care if you have low ceilings.
- For best results, stand between 1 and 3 metres away from the television when using the Wii Remote Plus.

IMPORTANT NOTE FOR PARENTS

Before allowing any child to use the Wii console, a parent or other responsible adult should determine whether the Wii console is appropriate for the child. Only children who are old enough and capable of wearing the wrist strap and properly gripping the Wii Remote Plus should use the console. You should also consider whether children should be supervised while playing games, connecting to the internet, and/or downloading games. Be sure to explain all safety and health information and instructions to any children who are going to use the console. Failure to do so may result in injuries or damage to the console or other property.

# 2 Wii Menu

## Using the Wii Menu

When the Wii console (RVL-001(EUR)) power is turned on, the first screen you will see is the **Health and Safety Screen**. Please read the content carefully and press the A Button to proceed to the **Wii Menu**. From this screen, you can select several options:

- **Play a disc.**
- **Use one of the built-in software programs (Channels) included with the Wii console.**
- **Change Wii console settings.**
- **Interact with the Wii Message Board.**

To select any of these options, simply point at one with the Wii Remote Plus and press the A Button.

**Wii Channels**
Play a Wii or Nintendo GameCube™ Disc, start one of the built-in software programs included with the Wii console, or start other software programs downloaded to your console from the Wii Shop Channel. The **Wii Menu** can have up to 48 Channels at one time. If you have more Channels than can be shown on the screen at one time, these can be accessed by selecting the blue scroll arrows.

**Wii – See what you can do on the internet**
An introductory video which will introduce Wii Channels and services that you can enjoy online.
Selecting this video after you have connected to the internet will provide you with an option to erase it. Please select YES if you wish to erase the video.
**NOTE:** This video will also be erased when the Wii System Memory is formatted (see page 59). Once erased, the video cannot be recovered.

**Wii Options**
Change console settings or organise the contents of an SD Card, the Wii System Memory or a Nintendo GameCube Memory Card (see page 42).

**Wii Menu**

**Current Date**

**SD Card Menu**

**Wii Message Board**
Open the Wii Message Board (see page 34).
**NOTE:** Blinks when you have received a message.

**Current Time**

## Wii Channels

These are some of the current Channels available:

- **Disc Channel (see page 8)**
Play Wii and Nintendo GameCube games.

- **Mii™ Channel (see page 14)**
Create characters that can be used in Mii-compatible software programs.

- **Photo Channel (see page 21)**
View and edit digital photos and videos from SD Cards.

- **Wii Shop Channel (internet connection required) (see page 28)**
Download new Channels (some channels require Wii Points), redeem Wii Points to download Virtual Console™ games and other software such as WiiWare™ titles, or purchase products (when available) offered on the Wii Shop Channel.

- **Forecast Channel (internet connection required)**
Check the weather conditions in different locations.

- **News Channel (internet connection required)**
View news from around the world.

**NOTE:** New Wii Channels will be made available to the users for download from time to time.

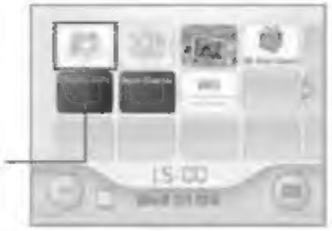
## WiiConnect24™

The Wii console can connect to the internet even when the power is turned off. The WiiConnect24 service can deliver game updates or other information even if the console is idle (Broadband internet connection required). (See page 58 for more information on WiiConnect24.)

NOT FOR REPRINT

# 3 Disc Channel

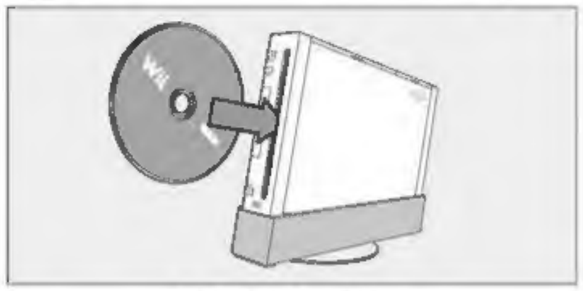
On the Disc Channel, you can play your Wii and Nintendo GameCube Discs.



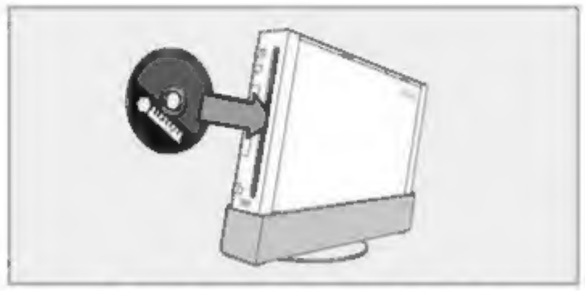

**Wii Menu**

To select an on-screen option, simply point at it with the Wii Remote Plus and press the A Button.

## Playing a Wii or Nintendo GameCube Disc



Wii Disc (RVL-006(EUR))



Nintendo GameCube Disc (DOL-006(EUR))

### Before Inserting a Disc

- Make sure that your TV and any audio equipment that is connected to your Wii console is turned on.
- Choose the correct input setting for your TV (see page 18 in the Wii Operations Manual – System Setup, "Input Select Information").

**NOTE:** Nintendo GameCube Controller required for playing Nintendo GameCube games.

### Insert a Disc

Insert your disc into the disc slot on the front of the Wii console. The console will turn on automatically and the **Health and Safety Screen** will appear.

- If your console is placed vertically, the disc label should face to the right.
- If your console is placed horizontally, the disc label should face upwards.
- The blue light in the disc slot briefly flashes when:
  - The console turns on after the POWER Button is pressed.
  - The console turns on automatically after a Disc is inserted into the slot while the power is off (**Standby Mode**).
  - Data is received via WiiConnect24.

### Starting the Game

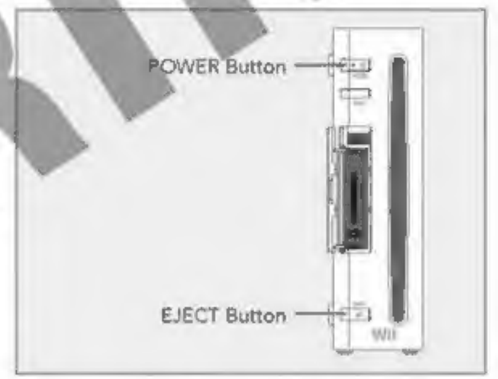
1. Select the DISC CHANNEL on the **Wii Menu** using the Wii Remote Plus.
2. Select START on the game's **Channel Preview Screen** to begin the game.

Review the instruction booklet for the game you are playing for specific game control information.

**Channel Preview Screen**

### When You're Finished Playing

Turn the power off (**Standby Mode**) by pressing the POWER Button on the front of the console, or by pressing the POWER Button on the Wii Remote Plus. When turning off the power using the Wii Remote Plus, keep the POWER Button pressed for about 1 second.




**Front View of Wii console**

NOT FOR REPRINT

# 4 SD Card Menu

Access Wii Channels and WiiWare and Virtual Console titles directly from the data saved on your SD Cards (sold separately). To display the **SD Card Menu**, simply point the Wii Remote Plus at the SD Card Menu icon and press the A Button.

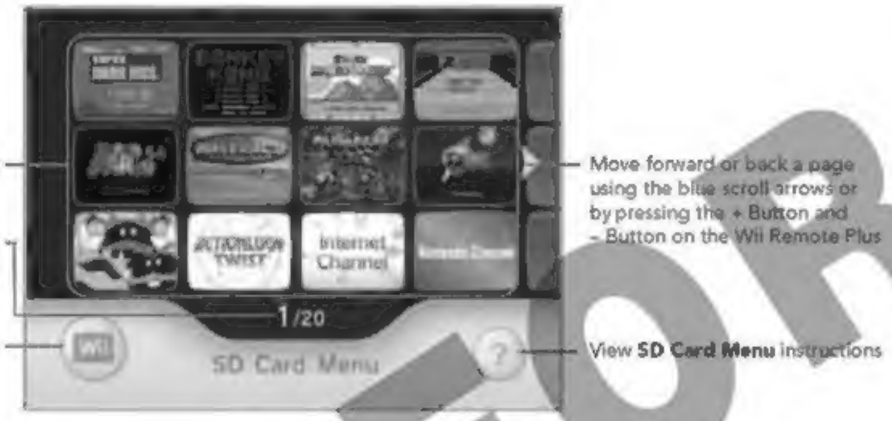
Wii Menu

**NOTE:** For further information about SD Cards, please see page 26.

## SD Card Menu

After opening the **SD Card Menu**, you will be able to see the Channels that have been saved to your SD Card. Some Channels may display different images than they do on the **Wii Menu**.

If there are more Channels than can be shown on the screen at one time, these can be accessed by selecting the blue scroll arrows. A total of 240 Channels can be saved to a single SD Card. For information about erasing or moving Channels, please see Wii Settings and Data Management on page 42.




### Changing the position of Channels

Your can change the position of Channels freely. Select a Channel with the Wii Remote Plus, press and hold the A Button and B Button to grab it, then move it to the desired position and release the buttons.

### Save data and add-on content

The **SD Card Menu** will not display any save data or add-on content present on the SD-Card.

To use any existing save data or add-on content saved to an SD Card, it must first be returned to the Wii System Memory. Use the **Data Management Screen** in Wii Options (see page 42) to return any existing data to the Wii System Memory.

### Channels which make use of WiiConnect24

Channels saved to an SD Card which make use of WiiConnect24 may experience difficulties with certain WiiConnect24 functionality.

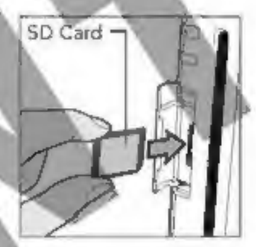
### Accessing and saving data

Do not remove the SD Card, press the RESET Button or turn the power off (**Standby Mode**) while transferring data. This may damage the data or the SD Card.





1 Insert an SD Card containing Channel data into the SD Card slot on the front of the console. For information about saving Channels to SD Cards, see page 43. Once an SD Card has been inserted, the icon in the lower left of the **Wii Menu** will change from to .




Check that the SD Card is facing the right way and push it firmly into the SD Card slot until your hear a clicking sound.

2 Select the SD Card Menu icon from the **Wii Menu**.

3 To start a Channel, simply point at it with the Wii Remote Plus and press the A Button. The **Channel Preview Screen** will then appear.

4 On the **Channel Preview Screen**, select START.
Review the manual for the software you are using for specific control information.

**NOTE:** If a Channel is updated or re-downloaded via the Wii Shop Channel (see page 28), existing data containing the older version of a Channel may no longer be accessible from the **SD Card Menu**.



REPRINT
NOT FOR

### Insufficient space in the Wii System Memory

The **SD Card Menu** temporarily copies Channels to the Wii System Memory when launching them. If there is insufficient space in the Wii System Memory to do this and the Channel you selected from the **SD Card Menu** cannot be launched, a screen will appear where you will be able to manage the data in your Wii System Memory.

**Auto Manage**
Four preset data management methods are available for use, allowing you to easily manage your data.

**Use Data Management**
Use the **Data Management Screen** in Wii Options to manually manage your data.

#### Auto Manage

Use the following four options to move Channels from the Wii console to the SD Card and increase available space in the Wii System Memory.

**NOTE:** Channels which have only been accessed a few times are not shown in the **Not Launched Recently** list.

| | |
|---|---|
| **NOT LAUNCHED RECENTLY** | Moves a selection of Channels which have not been launched recently to the SD Card. |
| **RIGHT SIDE OF THE Wii MENU** | Moves Channels from the right-most page of the Channels list to the SD Card. |
| **LOTS OF BLOCKS** | Moves Channels which occupy a large number of blocks to the SD Card. |
| **A FEW BLOCKS** | Moves Channels which occupy a small number of blocks to the SD Card. |

#### Use Data Management

Select CONTINUE and press the A Button to display the **Data Management Screen** in Wii Options (see page 42).

Move Channels you are not using to the SD Card or delete redundant data to increase the amount of Wii System Memory available for use.

**Identical Channels**
If the same Channel exists both in the Wii System Memory and on an SD Card, when a Channel is transferred from the Wii System Memory, it will overwrite the one saved to the SD Card.

REPRINT
NOT FOR

# 5 Mii™ Channel

Put yourself and other people into your Wii console by making Mii characters! You can see Mii characters in your games, carry them in your Wii Remote Plus, and let them hang out with friends' Mii characters, whether they're across the road or the other side of the world!

**NOTE:** The control of all operations on the Mii Channel is limited to one Wii Remote or Wii Remote Plus.

To select an on-screen option, simply point at it with the Wii Remote Plus and press the A Button.

Wii Menu

## Making Your First Mii

### Select the Mii CHANNEL from the Wii Menu

Use the Wii Remote Plus to select the Mii Channel, then select START to begin.

### Creating Your Mii

First select MALE or FEMALE. You'll then see a starter face that you can change, along with a **Style Menu**. Go through the following steps to make your Mii.

Select a gender.

You will get a starter face.

Change your Mii's face shape and skin tone.

Fine-tune your Mii's face. Change its hair, brows, eyes, nose and mouth, and even add glasses and accessories.

Finally, tailor your Mii's proportions however you like.

Design an endless variety of Mii characters!

You've designed your first Mii! After you give it a few personal profile details like a Nickname (see page 17), you're completely finished!

### What Are Mii Characters For?

- You can choose one of your Mii characters to be "you" in Mii-compatible games.
- You can store up to 100 Mii characters in your **Mii Plaza** (see page 18).
- You can carry Mii characters in your Wii Remote Plus to exchange them with Mii characters in friends' Wii consoles (see page 19). Yours will then appear in their games, and vice versa!
- You can also exchange Mii characters with friends around the world via WiiConnect24™ and the **Mii Parade** (see page 20).

**NOTE:** Mii characters can only travel from one Wii console to another. You will not be able to send Mii characters from your Wii console to a PC/mobile phone user.

REPRINT
NOT FOR

## Creating More Mii Characters

### Selecting the Mii Channel from the Wii Menu

Use the Wii Remote Plus to select the Mii Channel, then select START to enter **Mii Plaza** (see page 18).

Select the NEW Mii icon on the left side of the screen:

Select MALE or FEMALE. If you've created a Mii previously, you'll see two Mii start-up options: START FROM SCRATCH or CHOOSE A LOOK-ALIKE.

### Starting from Scratch

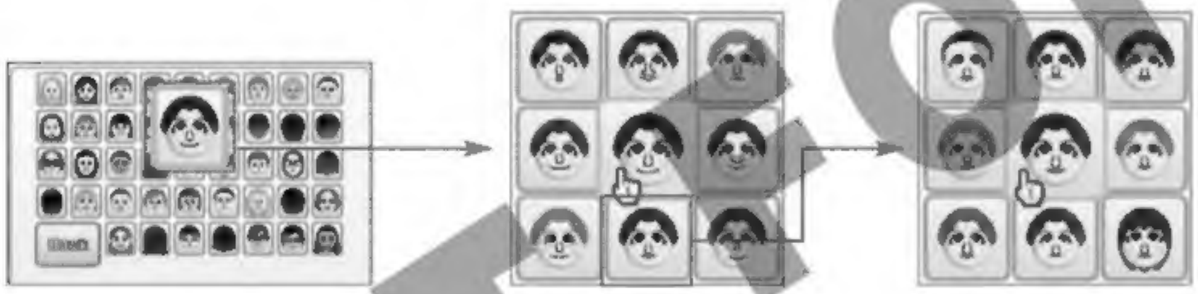
If you select START FROM SCRATCH, you'll instantly be given a basic starter face, then you'll fine-tune all of its features, just as you did with your first Mii.

### Choosing a Look-alike

Select CHOOSE A LOOK-ALIKE if you want to get a Mii designed very quickly. You'll be shown a wide variety of starter faces that show a spectrum of Mii looks.

When you find a face you like, select USE THIS FACE to move onto the **Feature Edit Screen**, where you can fine-tune the face if you prefer.

If you find one that's close but not quite right, select it and you'll see many variations on the face. You can use this method repeatedly to get closer and closer to the exact face that you want (as shown below). Select USE THIS FACE when you see the exact Mii face you want.



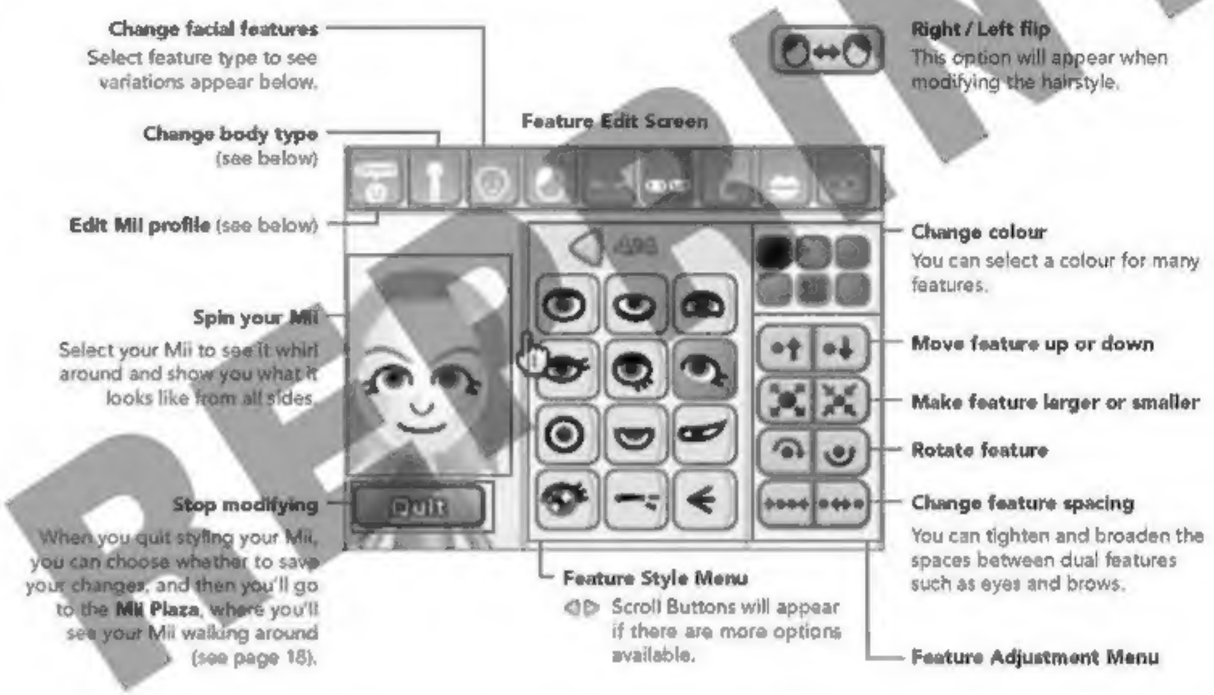
NOT FOR



## Modifying a Mii

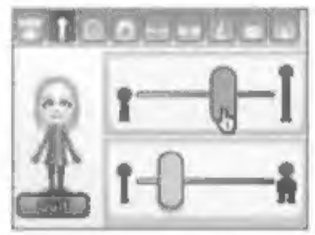
### Changing Mii Features

Use the **Feature Style Menu** and the **Feature Adjustment Menu** when changing your Mii's face and body. As you select categories from the top **Feature Menu**, you'll see the **Feature Style Menu** and the **Feature Adjustment Menu** below fill with variations that you can choose for your Mii's look.




Select the Body Type option from the **Feature Edit Screen**. You can then adjust the height and weight of your Mii using two sliders.

"Grab" a slider and move the Wii Remote Plus to change the setting.



### Creating a Profile For Your Mii

Select the Edit Mii Profile option from the **Feature Edit Screen**. You can then give your Mii personal details. Select a detail you want to edit, then enter the information.

- Selecting some of the options will bring up a virtual keyboard to enter letters or numbers (see page 62 for information on using the keyboard).
- Make the Mii one of your Favourites if you want to give this Mii preference for showing up in Mii-compatible games.
- Turn a Mii's Mingle setting ON if you want it to appear in the **Mii Parade** found on other Wii consoles (see page 20). Turn the Mii's Mingle OFF if you want to restrict it to your own home Wii console only.

## Seeing Your Mii Characters in Mii Plaza

Mii characters that you create walk around in **Mii Plaza**. You can go to **Mii Plaza** to check out your Mii characters, edit and create Mii characters, prepare Mii characters for going to other Wii consoles, and interact with your home Mii crowd. Up to 100 Mii characters can stay in **Mii Plaza**, and they'll all appear in any Mii-compatible games you play on your Wii console.

**Return to Wii MENU**

**EDIT MII**
Drag and release a Mii over this icon to send it to **Feature Edit**. (You can't edit Mii characters from other Wii users.)

**Create a NEW MII**

**ERASE MII**
Drag and release a Mii over this icon to delete it.

**Consult Help**
Get information on Mii Channel controls.

**Go to Mii PARADE**
Drag and release a Mii over this icon to send it to the **Mii Parade** (see page 20).

- Once moved to the **Mii Parade**, a Mii's birthday and creator information will be deleted.
- Mii characters in the **Mii Parade** cannot be used in games. If a Mii that is being used in a game is sent to the **Mii Parade**, the game's save data may be affected.

**Store a Mii in your Wii Remote Plus** (see page 19)

**Send a Mii to a Wii Friend** (requires an internet connection)

**ARRANGE your Mii characters** (see page 19)

- Hold down the B Button and move the cursor to move the screen view.
- Press the + and – Buttons to zoom the screen view.
- Select a Mii and press the A Button to display your Mii's label and change its Favourite status.
- Grab and move a Mii by selecting it with the Wii Remote Plus and holding down the A and B Buttons. You can then drop it into menu options by dragging it onto the corresponding icon, then releasing the buttons.

**NOTE:** A Mii that's dragged onto the ERASE icon can't be recovered.

### Storing a Mii in Your Wii Remote Plus

Select the Wii Remote icon from the **Mii Plaza**.

If you store a Mii on your Wii Remote Plus, you can take it to a friend's house and give a copy of your Mii to another Wii console. Your Mii can then be used in your friend's Mii-compatible games. (You can also use your Wii Remote Plus to transfer Mii characters from your friend's Wii console and later add it to your **Mii Plaza** or your Mii-compatible games.)

### Choose a Wii Remote or Wii Remote Plus

If more than one Wii Remote or Wii Remote Plus is in use with the console, you can choose which Wii Remote or Wii Remote Plus to save the Mii to.

### Moving Mii characters to a Wii Remote or Wii Remote Plus

Each Wii Remote or Wii Remote Plus can hold up to ten Mii characters. To copy a Mii to the Wii Remote or Wii Remote Plus, grab and drag the Mii to an open spot. Select SAVE & QUIT when you're finished.

### Arranging Mii characters in the Mii Plaza

Select the Arrange icon from the **Mii Plaza Screen**.

This will bring up new icons that let you organise your Mii characters by different categories:

List the number of Mii characters in the **Mii Plaza**.

Cause the Mii characters to scatter.

Arrange the Mii characters alphabetically.

Arrange by Favourite status.

Arrange by Favourite colour.

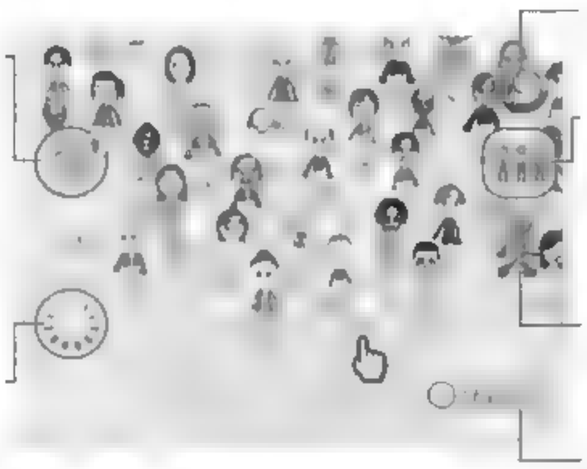
Arrange by gender.

NOT FOR REPRINT

### Checking Out Visitors in Mii Parade

Any of your friends' Mii characters that are set to Mingle will enter your Wii console first via the **Mii Parade**. You can see if any have arrived by selecting the **Mii Parade** icon in the **Mii Plaza**. (You can also bring Mii characters in to the **Mii Parade** from the **Mii Plaza**, as described on page 18.)

Each incoming Mii will stay in the **Mii Parade** until you transfer it to your **Mii Plaza**, only then will it start showing up in your Mii-compatible games. Likewise, friends will first see any Mingle-approved Mii characters in their own **Mii Parades** and must transfer them to their **Mii Plaza** to see them appear in their own games.



**SEND Mii TO Mii PLAZA**
Grab and drop a Mii on this icon to move it from the **Mii Parade** to the **Mii Plaza**, which allows it to appear in your Mii-compatible games and lets you perform most **Mii Plaza** functions on it. (You can't edit your friend's Mii characters.)

**ERASE a Mii**

**Go to Mii PLAZA**

**Change TRAVEL SETTINGS**
Your **Mii Parade** will accept incoming Mii characters only if you turn on this Travel option (see "About Mingling" below).

**Mii SPEED**
Select to adjust the speed at which the Mii characters move.

**Mii Number**
Lists the number of Mii characters on the screen and the total number of Mii characters.

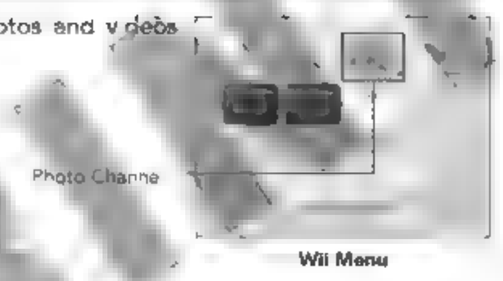
### About Mingling

Your Mii characters will enter friends' **Mii Parades** only if your Mii characters' individual Mingle settings are turned on. Like that, you can let them travel on their own via WiiConnect24 (see page 58). Besides mingling, there are two more ways to share Mii characters with your friends: you can transfer Mii characters via your Wii Remote Plus (see page 19), or you can simply send them to a friend using the Wii FRIEND option from the Mii Channel.

**NOTE:** Mii characters will travel to other Wii consoles via Wi Connect24 only if you've registered your friends in your Wii ADDRESS BOOK (requires an internet connection), and if you and your friends have TRAVEL SETTINGS turned on. You will not be able to send Mii characters from your Wii console to a PC/mobile phone user.

# Photo Channel

On the Photo Channel, you can view and play with any photos and videos you've saved onto an SD Card.



Wii Menu

**NOTE:** The control of all operations on the Photo Channel can be performed by more than one Wii Remote or Wii Remote Plus.

To select an on-screen option, simply point at it with the Wii Remote Plus and press the A Button.

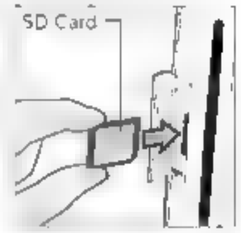
### Using the Photo Channel

You can do any of the following things using the Photo Channel:

- View your photos as a slide show.
- Draw on your photos.
- Save your photos to the Wii System Memory in the console using the Wii Message Board (see page 26).
- Send your pictures to anyone on your list of Wii Friends.

#### Insert an SD Card

Insert an SD Card into the SD Card slot on the front of the console. To remove it, press the SD Card in until you hear a clicking sound. The SD Card will be released from the SD Card slot. Pull it out with your fingers by holding onto the exposed area.




**NOTE:** You can also use miniSD Cards and microSD Cards (both sold separately) if you have an SD Card adapter, which can be found at most retailers that sell SD Cards. See page 26 for more information on SD Cards.

#### Selecting Your Photo Source

1. Using the Wii Remote Plus, select the PHOTO CHANNEL from the **Wii Menu**.
2. Select either DIGITAL CAMERA/CELL PHONE or VIEW Wii MESSAGE BOARD PHOTOS to view your photo album.

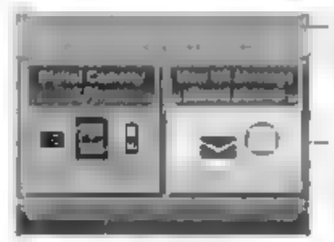


Photo Channel Menu

Photos will appear on the Wii Message Board (see page 26) only if you have posted them there in a previous Photo Channel session.

**NOTE:** You will not be able to send photos from your Wii console to a PC/mobile phone user.

NOT FOR

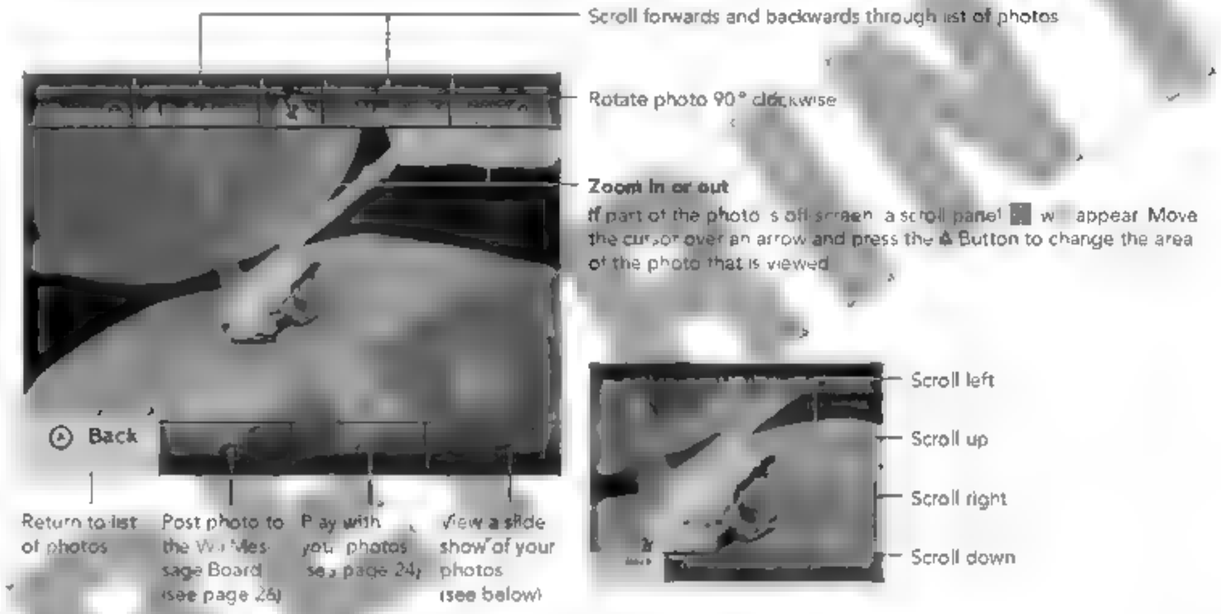
## Viewing your Photos and Videos

This on-screen menu will disappear temporarily if you move the cursor off the screen or stop moving the cursor for a moment.

- Your photos will appear on the TV screen in the order they were taken. If this data is not available with the photo, the date that you update the photo in the Photo Channel will be used.
- Videos will appear as the first frame from the file, with a film icon in one corner.
- If the photo or video is in a format that is not supported by the Photo Channel, it will appear as a question mark icon. See page 27 for supported file formats.
- If you have a large number of photos, or if they are very large in size, it may take a moment to open them all.
- The Photo Channel can display a maximum of approximately 1,000 photos. If your SD Card has more than 1,000 photos, remove it from the Wii console and remove or reorganise your photos in your camera, mobile phone or computer.

## Viewing a Photo Full Screen

Use the Wii Remote Plus to select the photo you would like to view full screen.
A new on-screen menu will appear with additional choices.




## Viewing Photos in a Slide Show

Select the SLIDE SHOW option using the Wii Remote Plus. The photos will automatically be displayed in the order they appear on the screen.

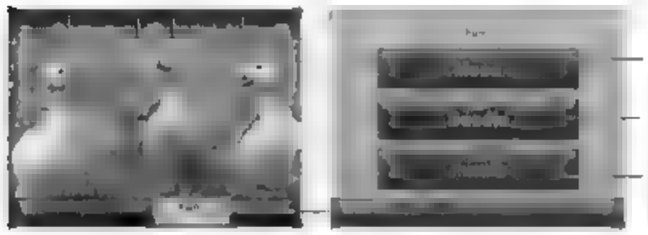
Press the A Button during a slide show to open an on-screen menu with additional choices.

Song Menu Screen

NOT FOR

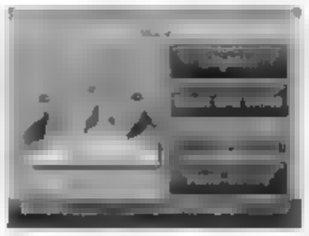
## Having Fun With Your Photos

Select the FUN! option to open a new menu with additional options for playing with your photos or frames from your videos

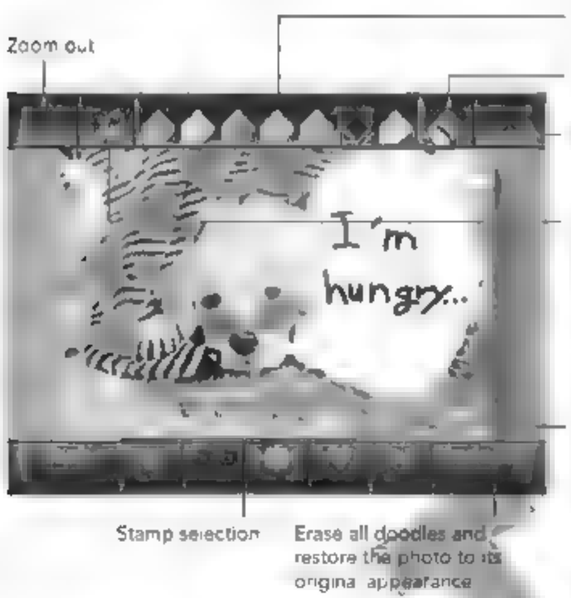



### Mood

| | |
|---|---|
| **BRIGHTEN** | Brightens the photo. Select repeatedly to increase effect |
| **BLACK AND WHITE** | Converts photo to grey scale monochrome. |
| **ZAP!** | Inverts the photo. |
| **HARD-BOILED** | Converts the photo to stark black and white. Select repeatedly to increase effect. |


**Mood Menu Screen Options**

### Doodle




**Eyedropper tool: Copy a colour from the photo**

1. Select the eyedropper icon and press the A Button.
2. Move the eyedropper icon over a part of the photo where you want to copy the colour and press the A Button.
3. The cursor will change to the selected colour.

**Scissors tool: Cut and paste a piece of the photo**

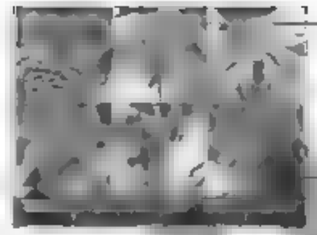
1. Select the scissors icon and press the A Button. The scissors icon will be displayed.
2. Move the scissors icon over a part of the photo where you want to cut and paste and press the A Button. A cut frame will appear.
3. Press the A Button to cut the area and again to paste it.

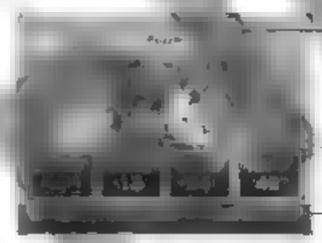
**NOTE:** Move the Wii Remote Plus closer to the TV to increase the size of the sketch pen or stamp. Move the Wii Remote Plus away from the TV to reduce the size of the pen or stamp. Twist the Wii Remote Plus to rotate the pen or stamp.

### Puzzle

When you select the PUZZLE option, your photo will be broken into pieces.

To reassemble the pieces, move the cursor over a piece and press and hold the A Button. Move the piece into place and drop it by releasing the A Button.



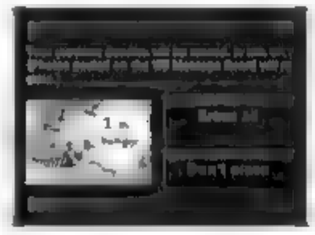




## Saving Mood and Doodle Changes

Changes made to your photos can only be saved by posting your photo to the Wii Message Board (see page 26).

**You cannot save or overwrite photos or videos onto the SD Card.**

You can make Doodle changes to only one photo at a time. If you select another photo while you have a modified photo open, you will see a **Warning Screen** like the one shown on the right.



When you leave the **FUN! Mode**, any Mood or Doodle changes will be erased unless you post your modified photos to the Wii Message Board. You will be notified by the screen shown on the right.

**NOTE:** Doodles that are erased cannot be recovered. You can also use the options in the **Fun! Mode**, such as Puzzle and Doodle, with video frames in the same way as with your photos. You can also select individual frames from your videos and post them on the Wii Message Board.

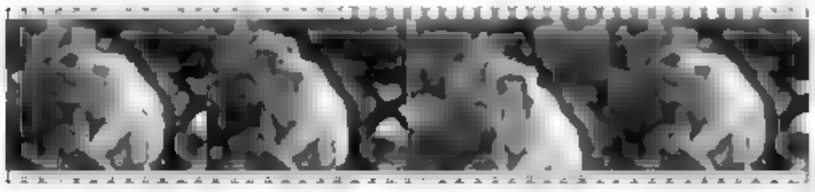
### Viewing Your Videos

Select a video from the photo album to begin playing it.

- Hold down the 1 Button on the Wii Remote Plus to rewind the video.
- Hold down the 2 Button on the Wii Remote Plus to advance the video.

Tap these buttons to rewind or advance the video a little.

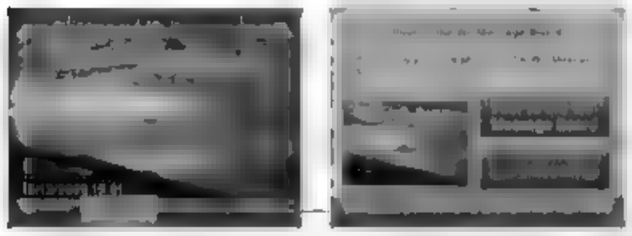
**NOTE:** Any of the options available in the **Fun! Mode** can be applied to individual frames of a video.



### Posting Photos to the Wii Message Board or Wii Menu

You can save your photos or single frames from videos from an SD Card to the Wii System Memory by posting them to the Wii Message Board or **Wii Menu**.

When you display a photos or video frame in **Full-screen Mode**, you will have the option to post that photo to the Wii Message Board or **Wii Menu**. If you select POST you will see the following **Confirmation Screen**.



- Images that have been modified by MOOD or DOODLE changes can also be saved to the Wii Message Board or **Wii Menu**.
- You can use the Wii Message Board to send photos to anyone on your list of Wii Friends (see page 38).

### SD Card Information

To use the Photo Channel, you must have an SD Card with compatible image data stored on it.

SD Cards are used in many digital cameras and mobile phones and for data storage on PCs. Refer to the instruction manuals for these devices for information on how to store data on the SD Cards.

The Wii console accepts the following types of SD Memory Cards: SD Card/SDHC Card.

The following require their respective adapters: miniSD Card/miniSDHC Card/microSD Card/microSDHC Card.

**NOTE:** Other types of memory card can be used with their respective adapters, but they may not function correctly.

SD Card | miniSD Card and Adapter | microSD Card and Adapter

**NOTE:** Some Wii software titles may not be compatible with SDHC Cards (including miniSDHC Cards and microSDHC Cards). For details, please visit http://wiisupport.nintendo-europe.com.

### Supported File Formats

The Photo Channel can display or play files in the following formats:

Image Files

| | |
|---|---|
| **Format** | JPEG, baseline only |
| **Size** | Up to 8192 x 8192 |

Video Files

| | |
|---|---|
| **Format** | QuickTime (motion JPEG) (.mov files)<br>AVI (motion JPEG) (.avi files) |
| **Size** | Up to 848 x 480 |

Audio Files

| | |
|---|---|
| **Format** | AAC<br>(MP4 format files with ".m4a" file extension that have been AAC-encoded.) |

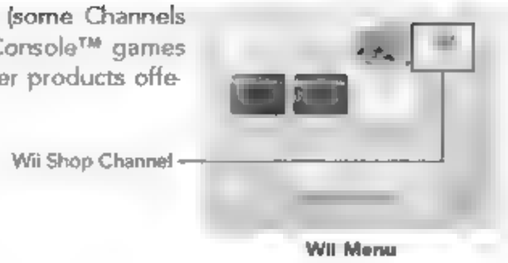
**PLEASE NOTE THE FOLLOWING**

- Some files in the above formats may not work with the Photo Channel.
- The audio components of some video files may not be playable.
- Using an SD Card with slow transfer speed may result in longer load times or irregular video playback.

PROOF

# Wii Shop Channel

The Wii Shop Channel allows you to download new Channels (some Channels require Wii Points), redeem Wii Points to download Virtual Console™ games and other software such as WiiWare™ titles, or purchase other products offered (when available) on the Wii Shop Channel.



Wii Menu

**NOTE:** You will need a compatible broadband internet connection (in case of any doubt, please check with your internet service provider) and a wireless LAN access point or the Wii LAN Adapter (Ethernet) (sold separately) (see page 51) to use the Wii Shop Channel.

To select an on-screen option, simply point at it with the Wii Remote Plus and press the A Button.

## Using the Wii Shop Channel

You will need the following to use this Channel:

### ■ An active broadband internet connection

See pages 51–57 for information on connecting your Wii console to the internet.

### ■ Wii Points

You can purchase a Nintendo Points Card (sold separately) at many retailers that carry Nintendo products. You can also purchase Wii Points through the Wii Shop Channel using a credit card.

**NOTE:** Existing Wii Points Cards can also be redeemed for Wii Points to download content from the Wii Shop Channel.

The Nintendo Points Card is a pre-paid card that allows you to make purchases on the Wii Shop Channel of, for example, Wii software. Nintendo Points Cards are available in 1000, 2000 and 3000 point denominations.

**NOTE:** Your use of the Wii Shop Channel is subject to your prior acceptance of the Wii Network Services Agreement, the Wii Network Services Privacy Policy and the Wii Code of Conduct. Copies of the most updated versions of these agreements can be found at http://wii.nintendo.europe.com/terms.

### ■ Going Shopping

In the Wii Shop Channel you can use Wii Points to download additional features and items, including selected titles from your favourite classic consoles on Virtual Console (see page 31).

**NOTE: Some Virtual Console games can only be played with a Classic Controller/Classic Controller Pro (both sold separately). For more details on the controller required please see the description of the game in the Wii Shop Channel catalogue.**

While browsing the catalogue of available content in the Wii Shop Channel, you can select a game from the list to view detailed information, including details about the number of Wii Points needed to download the game, the age rating of the game, the controllers required for game play etc. If you have enough Wii Points in your account, download the game and it will be added as a Channel on the **Wii Menu**.

If you need to add Wii Points to your account, you can either buy Wii Points with a credit card, or redeem a Nintendo Points Card (sold separately). To add Wii Points, go to the **Add Wii Points Menu**.

- To buy Wii Points with a credit card, select the respective option from the menu, enter your credit card information, and choose the amount of Wii Points you would like to buy. Once you confirm your purchase, the Wii Points will be added to your Wii Shop Channel Account.
- To redeem a Nintendo Points Card, select the respective option from the menu. Scratch off the silver area on the back of the card to reveal the Nintendo Points Card activation number. Enter the activation number into the appropriate field on the screen. After the number submitted has been verified, the number of Nintendo Points printed on the front of the card will be added to your account as Wii Points.

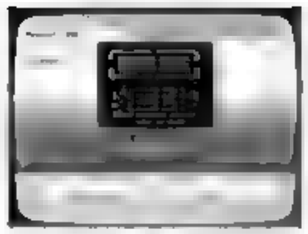
### Important Notes about the Wii Shop Channel and the use of Wii Points

- Wii Points have no monetary value and cannot be redeemed for cash. All Wii Points and software downloads are only for use on a single Wii console and are non-refundable and non-transferable.
- A maximum of 10 000 unused Wii Points can be stored on one Wii console.
- Additional hardware accessories may be required to use Wii software downloaded from the Wii Shop Channel and are sold separately. For more details on the hardware required please see the description of the game in the Wii Shop Channel catalogue.
- Software downloaded from the Wii Shop Channel is licensed to you, not sold.
- The use of Wii Points is subject to the prior acceptance of the Wii Network Services Agreement, the Wii Network Services Privacy Policy and the Wii Code of Conduct. Copies of the most updated version of these agreements can be found at http://wii.nintendo-europe.com/terms.
- Nintendo Points Cards are valid for use in the European Economic Area and Switzerland only and Wii Points are only redeemable for downloading software or purchasing goods offered on the Wii Shop Channel catalogue.
- If your Parental Controls are set to restrict the use of Wii Points, you will be able to purchase Wii Points using a credit card but use of these Wii Points will be restricted by your Parental Controls setting. **NOTE:** Even if the use of Wii Points is restricted by your Parental Controls settings, it will still be possible to download titles or Channels which do not require Wii Points to download.
- Please visit http://wii.nintendo-europe.com/terms for more information.

NOT

# Virtual Console™

Virtual Console features select titles from a variety of classic game platforms, including classic arcade games! After downloading a Virtual Console game, it will appear as its own Channel in the **Wii Menu**.



Sample
**Virtual Console™ Game Start Screen**

**NOTE:** You will need a compatible broadband internet connection (in case of any doubt, please check with your internet service provider) and a wireless LAN access point or the Wi-Fi LAN Adapter (sold separately) to download Virtual Console games.

### Virtual Console Game Controllers

The following controllers are used with Virtual Console games. Some Virtual Console games may require the Classic Controller/Classic Controller Pro or the Nintendo GameCube Controller (both sold separately). The illustrations show one possible way of holding the controllers during gameplay.

- **Wii Remote Plus (RVL-036)**

- **Classic Controller (RVL-005) (sold separately)**
  **Classic Controller Pro (RVL-005(-02)) (sold separately)**

- The controllers used for Virtual Console games vary depending on the game and additional controllers (sold separately) other than the Wii Remote Plus may be required. Some Virtual Console games also support the Nintendo GameCube Controller. For more details on controllers required for a title, select COMPATIBLE CONTROLLERS from the title's **Details Screen** in the Wii Shop Channel catalogue to view the **Controller Confirmation Screen.**
- Some games use a USB keyboard. See page 63 for more information on USB keyboards.
- Some games may have button layouts that are difficult to use on certain controllers or may require specific controllers such as a Nunchuk, in order to play.

### Game Save Data

Save data for Virtual Console game titles is saved in the Wii System Memory. Save data can also be moved or copied onto an SD Card.
For more information on using SD Cards, see pages 42–43 of this manual or page 34 of the Wii Operations Manual – System Setup.
To use save data that has been moved or copied to an SD Card, it must first be returned to the Wii System Memory using the **Data Management Screen** (see page 42)

**NOTE:** Some games may not have a save feature or allow data to be moved or copied to an SD Card.

### Suspending Your Game

Some Virtual Console games allow you to suspend your game and return to it at a later time. When you suspend play, you create a suspension point that is saved in the Wii System Memory.

- A suspension point is deleted when you resume the game.
- You cannot move or copy a Virtual Console game title's suspension point to an SD Card, even if you move or copy the title itself to an SD Card.

**NOTE:** If you accidentally press RESET or turn off the power of the Wii Console, you may lose the suspension point.

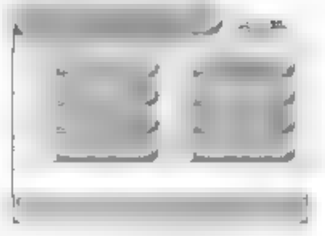
### Virtual Console Game Manuals

To view a manual for a Virtual Console game that you have downloaded, follow these steps.

1. Press the HOME Button on the Wii Remote Plus or Classic Controller/Classic Controller Pro.
2. Select OPERATIONS GUIDE from the **HOME Menu**.
3. A **Contents Menu** will appear.

Similar manuals will be available for new Channels that are downloaded.

- A scroll bar will appear if there is more information than can fit on one screen.
- Point at the menu options with the Wii Remote Plus to scroll through the menu.
- Press the HOME Button again to close the menu.



Sample
**Virtual Console Game Contents Menu**

### Saving Virtual Console Game Titles

Virtual Console game titles can be saved in the Wii System Memory or onto an SD Card. They can also be moved or copied from the Wii System Memory onto an SD Card, but cannot be played on a different Wii console. A Virtual Console game can only be played on the original console used to download the game.

**NOTE:** Your download and use of Virtual Console games is subject to your prior acceptance of the Wii Network Services Agreement, the Wii Network Services Privacy Policy and the Wii Code of Conduct. Copies of the most updated versions of these agreements may be found at http://wii.nintendo-europe.com/terms.

### Classic Systems on Virtual Console

A wide range of software titles are available for download on Virtual Console. These titles were originally available for the following systems:

- Nintendo Entertainment System™ (NES)
- Super Nintendo Entertainment System™ (Super Nintendo)
- Nintendo® 64 (N64)
- SEGA MASTER SYSTEM®
- SEGA MEGA DRIVE®
- Turbografx™ (PC Engine™)
- Various arcade systems

# WiiWare™

Download original Wii software available from the Wii Shop Channel. Once downloaded, each WiiWare title appears as its own Channel in the **Wii Menu**.

Sample **WiiWare Title Start Screen**

**NOTE:** You will need a compatible broadband internet connection (in case of any doubt, please check with your internet service provider) and a wireless LAN access point or the Wii LAN Adapter (sold separately) to download WiiWare titles.

### WiiWare Title Controllers

The types of controller that can be used with each WiiWare title may differ from title to title. Select COMPATIBLE CONTROLLERS on a title's **Details Screen** in the Wii Shop Channel catalogue to view the **Controller Confirmation Screen**. On the **Controller Confirmation Screen** you can confirm which controllers and accessories can be used with that particular title (see image below).

Sample **WiiWare Title Details Screen**

Icons for other controllers and accessories may be used. For more details, please see the Wii Shop Channel Manual.

### Game Save Data

Save data for WiiWare titles is saved in the Wii System Memory. Save data can also be moved or copied onto an SD Card.
For more information on using SD Cards, see pages 42–43 of this manual or page 34 in the Wii Operations Manual–System Setup.
To use save data that has been moved or copied to an SD Card, it must first be returned to the Wii System Memory using the **Data Management Screen** (see page 42).

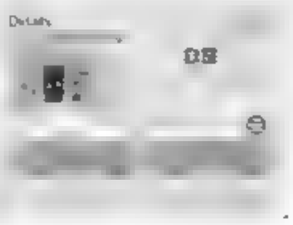
**NOTE:** Some games may not have a save feature or allow data to be moved or copied to an SD Card.

### WiiWare Title Instruction Manuals

Electronic instruction manuals for WiiWare titles can be viewed both from the title's **Details Screen** in the Wii Shop Channel, or from within the title after you have downloaded it.

■ **Viewing a manual from the Wii Shop Channel:**

1. Select MORE DETAILS from a game's **Details Screen** on the Wii Shop Channel.
2. Select VIEW OPERATIONS GUIDE.




3. Select the category of information from the table of contents. A scroll bar will appear if there is more information than will fit on one screen.

Sample **WiiWare Title Manual Contents Menu**

4. Use the following controls to navigate through the manual:

   Up/Down: Scroll the screen up or down.
   Left/Right: Go to the previous or next page.

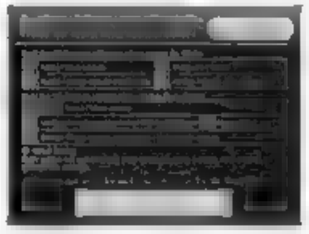
   A) View selected item.

   ⊕) Return to Table of Contents page.

   ⌂) Close the electronic manual.

■ **Viewing a manual from within a downloaded WiiWare title:**

1. From either the **Title Screen** or during a game, press the HOME Button on the Wii Remote Plus or Classic Controller/Classic Controller Pro.
2. Select Operations Guide from the **HOME Menu** to see basic controller instructions.
3. Select VIEW DETAILED INSTRUCTIONS to go to the table of contents of the electronic manual.



**IMPORTANT: Selecting VIEW DETAILED INSTRUCTIONS will end the game. Be sure to save your game data before choosing this option, or review these instructions before gameplay.**

### Saving WiiWare Titles

WiiWare titles can be saved in the Wii System Memory or onto an SD Card. They can also be moved or copied onto an SD Card, but cannot be played on a different Wii console. A WiiWare title can only be played on the original console used to download the title.

### Additional Content

Additional levels, maps, items and other content can be downloaded for some WiiWare titles. This content is saved in the Wii System Memory.

- Additional Wii Points may be necessary to download additional content.
- Some additional content cannot be copied to an SD Card. Even when additional content can be moved or copied onto an SD Card, it cannot be used on a different Wii console. It must be used on the original console used to download the content.

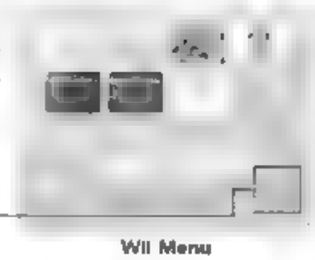
**NOTE:** Your download and use of WiiWare titles is subject to your prior acceptance of the Wii Network Services Agreement, the Wii Network Services Privacy Policy and the Wii Code of Conduct. Copies of the most updated versions of these agreements may be found at http://www.nintendo-europe.com/terms.

NOT FOR RESALE

# Wii Message Board

Keep in touch with friends and family through the Wii Message Board. Exchange messages and pictures with family members. If you have a broadband internet connection, you can also exchange messages with your Wii Friends and receive news on upcoming games, events and more.

To select an on-screen option, simply point at it with the Wii Remote Plus and press the A Button.




### Using the Wii Message Board

Use the Wii Message Board to:

- Exchange messages with friends and family members.
- Add photos or Mii characters (see page 14) to your messages.
- Check your console's unique Wii Number.

Your Wii Number is a 16-digit number assigned to your console. Use your Wii Number to register Wii Friends. (See page 40 to learn how to register a Wii Friend.)

The following features require an internet connection (see pages 51–57 for more information on internet connections).

- Send messages to your Wii Friends' consoles or e-mail addresses.
- Register Wii Friends in the Wii Message Board Address Book.

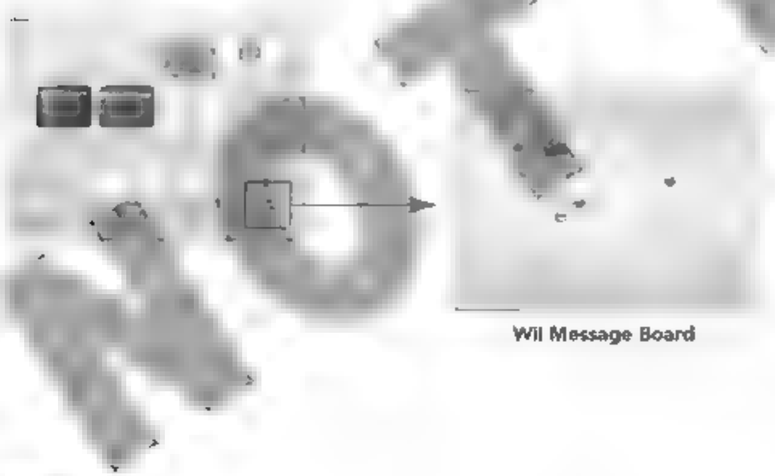
You can only exchange messages or use other internet-based communication with your Wii Friends.

**NOTE:** Your ability to send and receive messages on you Wii console is subject to your prior acceptance of the Wii Network Services Agreement, the Wii Network Services Privacy Policy and the Wii Code of Conduct. Copies of the most updated versions of these agreements may be found at http://www.nintendo-europe.com/terms.

### Opening the Wii Message Board

Select the Wii Message Board icon from the **Wii Menu**.

- This icon will blink if you have a message waiting for you.

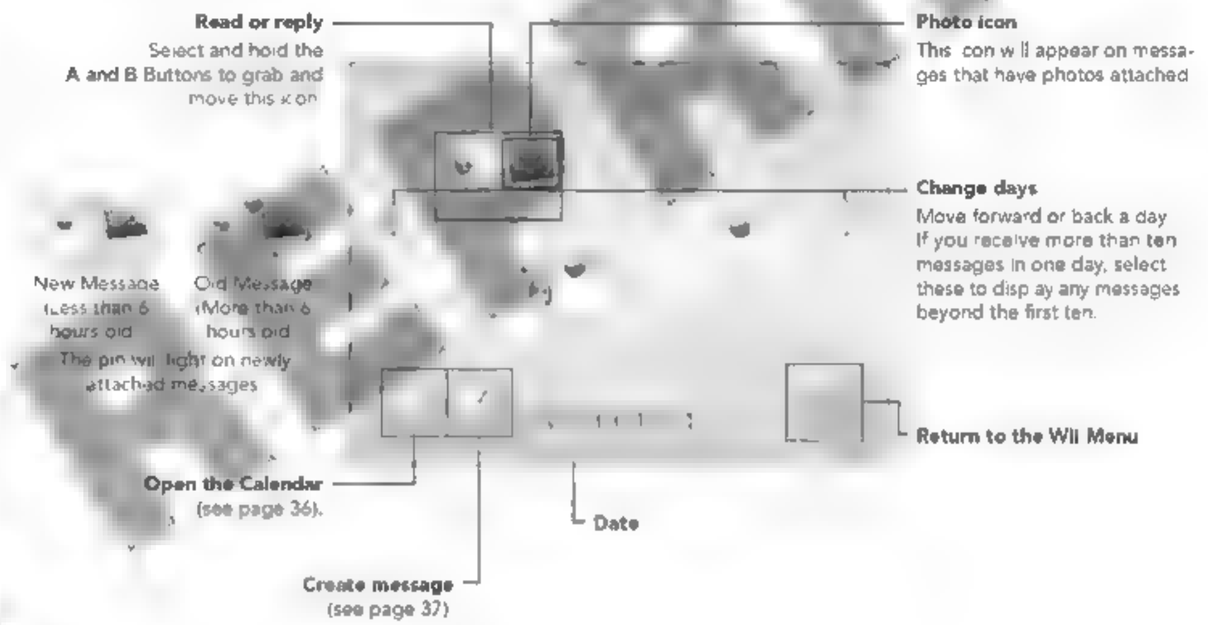


Wii Message Board

### Wii Message Board

From the Wii Message Board, you can see if you have any messages posted for you. From this screen, you can also:

- Reply to messages.
- Open the Calendar.
- Create a message.
- Cancel message service from Channels and games (see page 41).
- Return to the **Wii Menu**.




- Today's Accomplishments

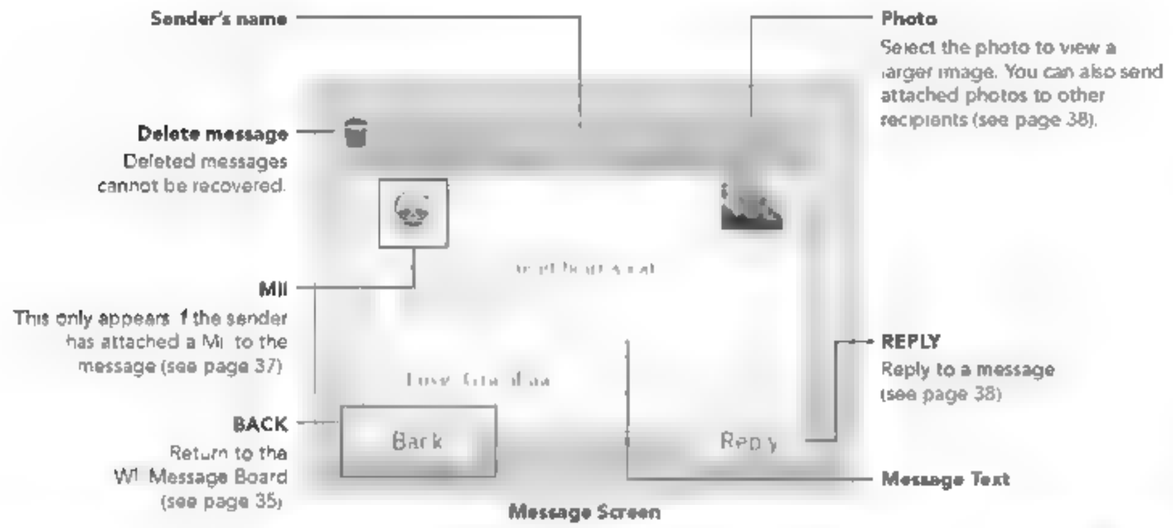
Each time you play a Wii game or use an item of Wii software, the Wii console records how long you spent using it, and then sends you a message titled TODAY'S ACCOMPLISHMENTS. This also records your sent message history from the Wii Message Board. This message cannot be deleted.

**NOTE:** Time spent playing Nintendo GameCube titles will not be reflected in the TODAY'S ACCOMPLISHMENTS message.

NOT FOR

## Reading Messages

To read a message, move the cursor over a message and press the A Button. The sender's name and message text will appear, along with information such as attached photos or Mii characters.

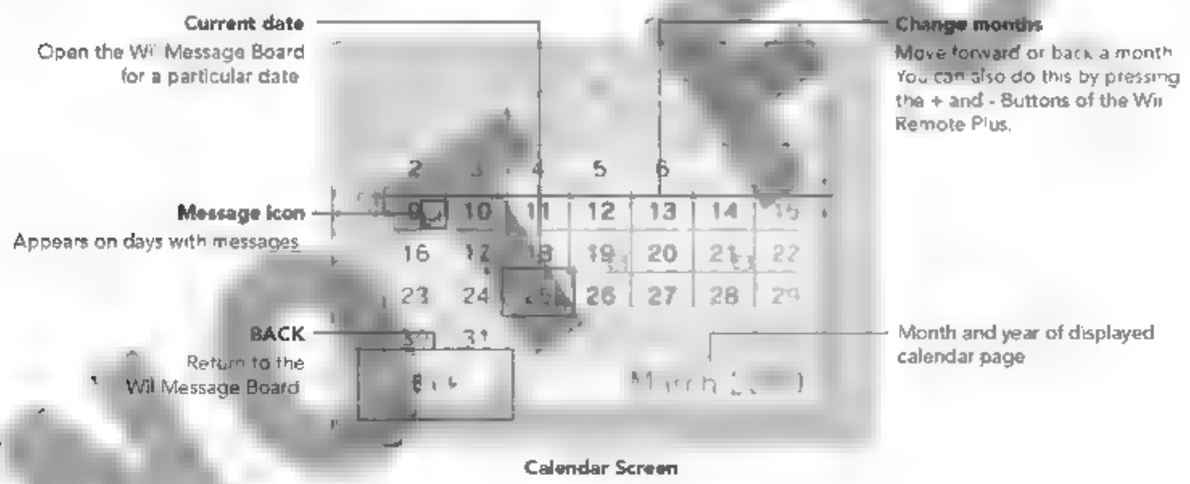



Message Screen

## Calendar

Select the Calendar icon to open the Calendar. Select a date on the Calendar to open the Wii Message Board for that day.

Here is a sample Calendar. The appearance varies depending on how many messages you receive.



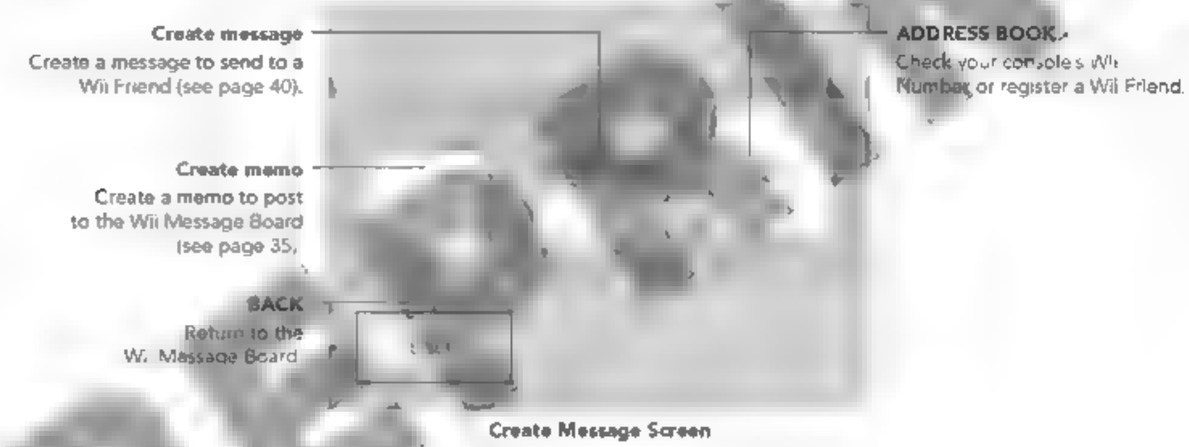

Calendar Screen

**NOTE** The Calendar displays dates from January 2000 to December 2035.

## Creating Messages

From the Wii Message Board, select the Create Message icon. From here, you can open the Address Book, write a memo to post to the Message Board, or write a message to send to a Wii Friend.

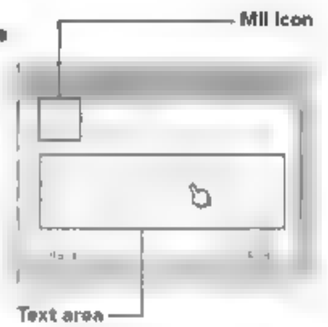
**NOTE:** Before sending messages to Wii Friends, you must first register them in your Address Book (see page 39).




Create Message Screen

### Creating and Posting a Memo to the Wii Message Board

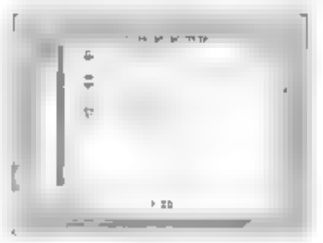
1. Open a blank memo by selecting the Create Memo icon from the **Create Message Screen.**
2. Move the cursor over the text area of the memo and press the A Button to open the virtual keyboard. See page 62 for more information on the virtual keyboard.
3. Enter text by moving the cursor over the desired letter and pressing the A Button.
4. To attach a Mii, select the Mii icon, then select the Mii you would like to use.
5. Select POST to post your memo.




### Creating and Sending a Message to a Wii Friend

**NOTE:** To use this feature, you must have a broadband internet connection and register your Wii Friend in the Address Book (see page 39).

1. Select the Create Message icon on the **Create Message Screen**
2. Select a Wii Friend to send a message to from the Address Book, and then press the A Button.
3. Move the cursor over the text area of the message and press the A Button to open the virtual keyboard. See page 62 for more information on the virtual keyboard.
4. Enter text by moving the cursor over the desired letter and pressing the A Button.
5. To attach a Mii, select the Mii icon, then select the Mii you would like to use. This option only works when sending your message to another Wii console.
6. Select SEND to send your message.



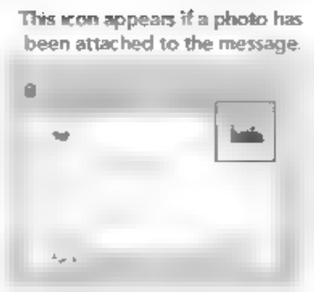
**Address Book**
sample page

**NOTE:** Sent messages do not always arrive instantaneously.

### Replying to a Message

1. From the **Message Screen**, select REPLY.
2. Move the cursor over the body of the message and press the A Button to open the virtual keyboard. See page 62 for more information on the virtual keyboard.
3. Enter text by moving the cursor over the desired letter and pressing the A Button.
4. To attach a Mii, select the Mii icon, then select the Mii you would like to use. This option only works when sending your message to another Wii console.
5. Select SEND to send your message.

**NOTE:** To delete a photo that has been attached to a message, you will need to delete the message itself. You cannot delete the picture only.

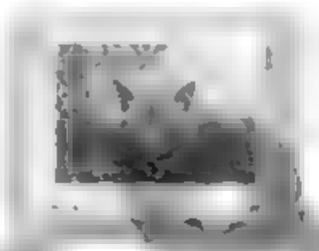



### Sending a Photo

You can send a photo that was posted to the Wii Message Board from the Photo Channel or that was attached to an incoming message. Begin by selecting a message from the Wii Message Board that has a photo icon on it (see page 26 for information on posting photos on the Wii Message Board).

1. From the **Message Screen**, select the photo, then select SEND.
2. Select a Wii Friend to send a message to from the Address Book, and then press the A Button.
3. Enter text by moving the cursor over the desired letter and pressing the A Button.
4. To attach a Mii, select the Mii icon, then select the Mii you would like to attach to the message. This option only works when sending your message to a Wii Friend on another Wii console.
5. Select SEND to send your message.

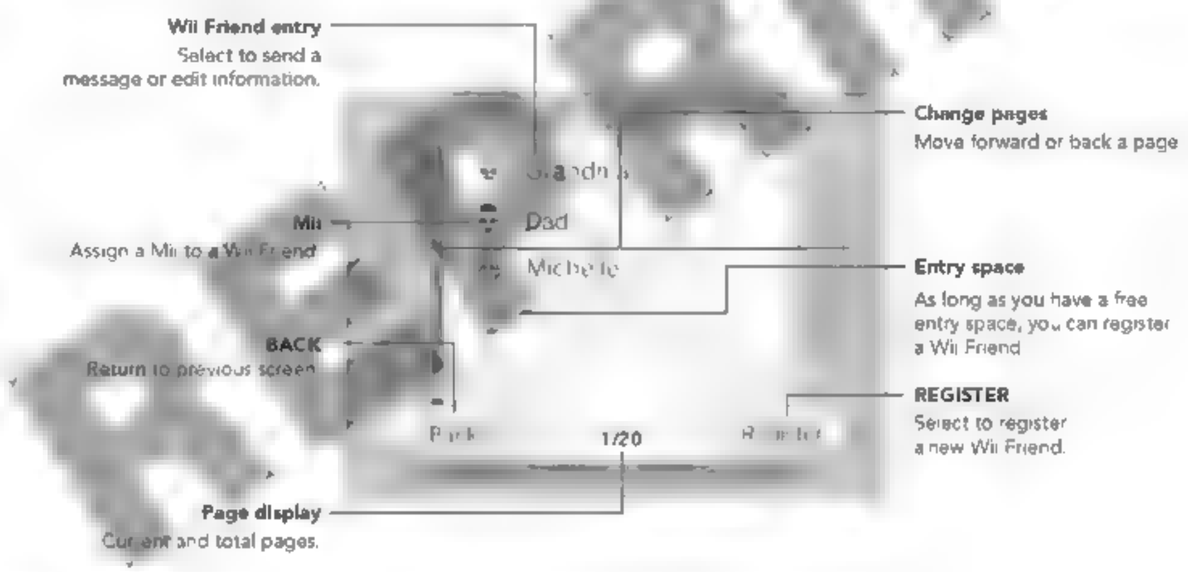
**NOTE:** To delete a photo that has been attached to a message, you will need to delete the message itself. You cannot delete the picture only



### Using the Address Book

To open the Address Book, select the ADDRESS BOOK from the **Create Message Screen.** From here, you can

- Confirm your Wii Number.
- Register a Wii Friend. You can register up to 100 Wii Friends.
- Edit registration details.
- Send a message.




### Editing the order of your Address Book

You can rearrange the order of your entries by using the A and B Buttons simultaneously and dragging the entry up or down the list. Drag the entry over a scroll button to move to another page.

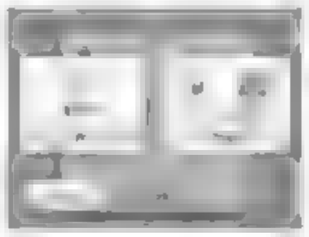
NOT FOR

### Registering a Wii Friend

**NOTE:** To register a Wii Friend, your Wii console must be connected to the internet with a broadband internet connection.

After selecting REGISTER from the Address Book, enter the following information by moving the cursor over the options and pressing the A Button.

1. Select the Wii option to register another Wii console or select the OTHERS option to register an e-mail address.
2. For a Wii console, enter the Wii Number for that Wii console. For a PC or mobile phone user, enter an e-mail address. You cannot register e-mail addresses which exceed 100 characters.
3. Enter a nickname for your friend.
4. To attach a Mii, select the Mii icon, then select the Mii you would like to use.
5. Select OK to confirm the information and register your Wii Friend.

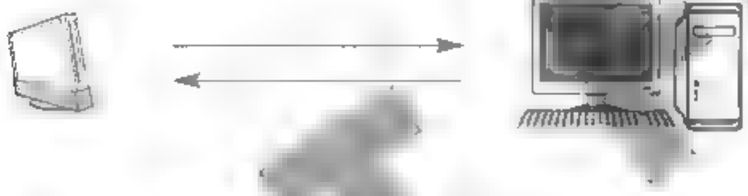


### Exchanging Messages or Data with WiiConnect24

• Where both parties are Wii users:

You must register each other as Wii Friends to exchange messages or data.

• Where one party is a Wii user and the other is a PC or mobile phone user:



A registration e-mail will be sent to the PC/mobile phone user during the Wii Friend registration process. The PC/mobile phone user will need to respond and accept in order to complete the registration.

**NOTE:** You will not be able to send photos or Mii characters from your Wii console to a PC/mobile phone user.

### Editing or Deleting Wii Friends

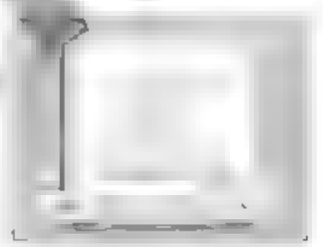
1. Move the cursor over the Wii Friend nickname in the Address Book and press the A Button.
2. Select from CHANGE NICKNAME or ERASE.

**NOTE:** If you erase a Wii Friend entry, it will be permanently deleted from your Address Book.

### Viewing Your Wii Number

The Wii Number is a unique 16-digit number, assigned to your console. By exchanging Wii Numbers, you can register other Wii users as Wii Friends.

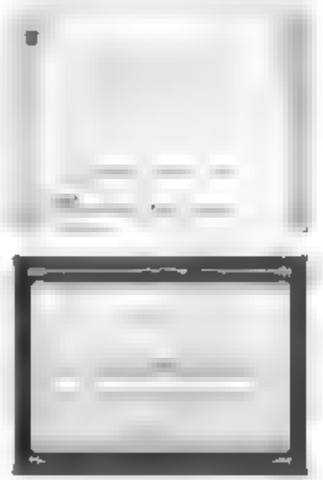
1. Open your ADDRESS BOOK.
2. Your console's Wii Number is displayed.



### Cancelling Wii Channel Message Service

A • button may appear for some messages sent to you from certain Wii Channels and games. You can stop the delivery of these messages by selecting this option and choosing one of two settings:

1. Choose THIS MESSAGE SERVICE to stop messages from this Channel or game only.
2. Choose ALL MESSAGE SERVICES to stop messages from all Channels and games.



When you download a new Channel, you will have the same opportunity as described above to decide whether or not to receive messages from Channels.

**NOTE:** You will still receive messages from your Wii Friends.

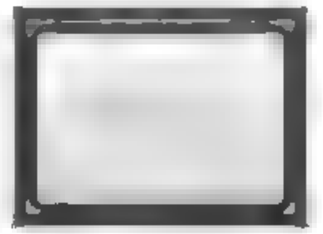
### Transferring Data to an SD Card

If the Wii System Memory is full, you can save data to an SD Card (see page 26 for details of SD Card compatibility with the Wii console).

For more information on using SD Cards in the Wii console, see page 34 in the Wii Operations Manual – System Setup.

1. If you get a message appearing on-screen saying that there is no more room for additional Wii Message Board data, insert an SD Card into the SD Card slot on the front of the Wii console.

   If there is already an SD Card in the SD Card slot when you run out of space in the Wii System Memory, you will be asked if you want to save to the SD Card.
2. Confirm that you want to save data to the SD Card.
3. A set number of messages will be saved to the SD Card, starting with the oldest messages.



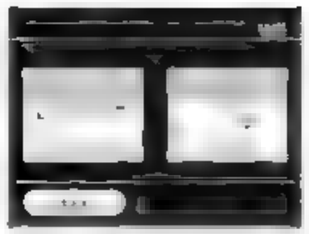
**CAUTION:** Do not remove the SD Card, press the RESET Button or turn the power off (**Standby Mode**) while transferring data. This can damage the data or the SD Card.

**NOTE:** If you do not insert an SD Card after the memory-full message, the oldest messages will be deleted automatically.

NOT FOR

# Wii Settings and Data Management

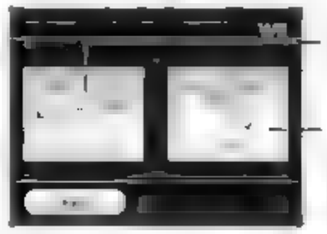
In Wii Options, you can manage data saved in your Wii console as well as in your external memory media. You can also adjust settings that affect many aspects of your console, such as the Sensor Bar, the internet connection, WiiConnect24, time settings and other Wii functions.



To select an on-screen option, simply point at it with the Wii Remote Plus and press the A Button.

### Getting Started

To reach Wii SETTINGS and DATA MANAGEMENT, select the Wii icon on the bottom left of the **Wii Menu** (see page 6). (If more than one Wii Remote or Wii Remote Plus is connected, use player #1.)

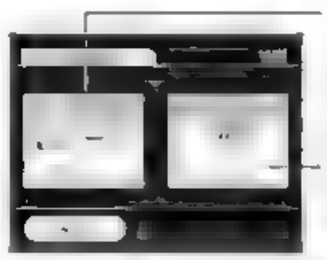


DATA MANAGEMENT

**Wii SETTINGS**
Configure your time settings, internet configuration, WiiConnect24 and other system options

### DATA MANAGEMENT

If you have already used the Wii Network Services before and you select DATA MANAGEMENT from the **Wii Options Screen**, you will see a choice of two kinds of data you can manage: SAVE DATA and CHANNELS. Select one to proceed.



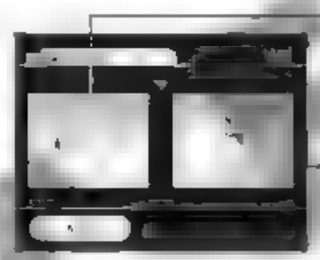
**SAVE DATA**
Lets you organise and delete the save data in the Wii System Memory, SD Cards and Nintendo GameCube Memory Cards (DOL-008, DOL-014)

**CHANNELS (see next page)**
Lets you delete specific Channels or save them to an SD Card.

### SAVE DATA

SAVE DATA (entitled DATA MANAGEMENT if accessed directly from the **Wii Options Screen**,

If you have not used the Wii Network Services before and you select DATA MANAGEMENT from the **Wii Options Screen**, you will proceed directly to a screen as shown on the right. You will see a choice of two kinds of data you can manage: Wii and NINTENDO GAMECUBE. Select one to proceed.



**Wii**
Manage data in the Wii System Memory and SD Cards

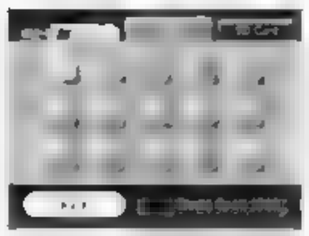
**Nintendo GameCube**
Move, copy or delete data on Nintendo GameCube Memory Cards (DOL-008, DOL-014)

Wii

You can copy and delete data found in the Wii System Memory and SD Cards.

First, select the Wii option on the left to look at all data saved in the console's internal memory, or select the SD Card option to view the data saved on an SD Card inserted in the SD Card slot.

Select the data you want to manage, then select MOVE, COPY or ERASE.



Nintendo GameCube

You can copy or move data between two Nintendo GameCube Memory Cards, or delete data found on a Memory Card.

Insert the Memory Card into one of the Nintendo GameCube Memory Card slots (or into both Memory Card slots if you plan to copy or move data).

To view what's on a specific Memory Card, select the corresponding slot option Nintendo GameCube Memory Card SLOT A or Nintendo GameCube Memory Card SLOT B.

You'll then see all the data currently on the card.
Select the data you want to manage, then select MOVE, COPY or ERASE.

**NOTE: You cannot move or copy data files in the following cases:**

- When there's only one Memory Card inserted in the Memory Card slots.
- When there's not enough space in the Memory Card that you're trying to move or copy a file to.
- When you've reached the maximum of 127 files on the Memory Card that you're trying to move or copy a file to (this maximum may be lower for earlier Memory Cards)
- When the same kind of file already exists on the Memory Card you're trying to move or copy a file to
- When you're trying to move or copy a file that you're not allowed to move or copy

### Channels

When you enter the **Channels Management Screen** you will see all of the individual Channels currently on your Wii console except for the built-in ones. Select a specific Channel to see following options appear: MOVE, COPY or ERASE.

Select the ERASE option if you want to erase the Channel.

Select the COPY option if you want to copy the Channel to an SD Card.

Select the MOVE option if you want to move the Channel to an SD Card.

**NOTE:** You cannot move Channels in the following cases:

- When there's no SD Card in the SD Card slot.
- When there's not enough space on the SD Card.
- The kind of SD Card you're using is incompatible with the Wii console (see page 26).

**NOTE:** Software titles that have been downloaded from the Wii Shop Channel, can be re-downloaded at no additional cost. The software titles available for download on the Wii Shop Channel may change at any time without notice. This may mean that some titles you have previously purchased may not be available to re-download at a later date.

### Wii SETTINGS

Select Wii SETTINGS from the **Wii Options Screen** to see the wide variety of system settings that you can change. To scroll to a different options page, use the Wii Remote Plus to point at a left/right arrow and press the A Button. (If more than one Wii Remote or Wii Remote Plus is connected, use Player 1.)

Select the Wii system option that you wish to change. Consult the next page to see all of the options.

| | |
|---|---|
| **CONSOLE NICKNAME** | Give your Wii console a unique nickname (see below) |
| **CALENDAR** | Set the date and time (see below) |
| **SCREEN** | Configure your screen output settings (see next page). |
| **SOUND** | Configure your sound output settings (see page 46). |
| **PARENTAL CONTROLS** | Restrict use of Wii software, Channels and purchasing functions (see page 47). |
| **SENSOR BAR** | Configure your Sensor Bar sensitivity and placement settings (see page 50). |
| **INTERNET** | Configure your internet connection settings (see page 51). |
| **Wii CONNECT24™** | Change your WiiConnect24 and Standby Connection settings (see page 58). |
| **LANGUAGE** | Allows you to set the on-screen language of the Wii console (see page 58). |
| **COUNTRY** | Allows you to select which country you are using your Wii console from (see page 59). |
| **Wii SYSTEM UPDATE** | Connect to the internet and check for new features or system updates (see page 59). |
| **Wii SYSTEM MEMORY** | Delete all Channels (except for the built-in ones) and Save Data in the Wii System Memory* (see page 59) |

*Additional steps are required to delete your Wii Shop Channel Account activity and rights to play previously downloaded software

### Console Nickname

You can give your Wii console a CONSOLE NICKNAME to distinguish your Wii console from others when you are connecting with other Wii consoles. To change the current nickname, select the text area, then use the virtual keyboard (see page 62) to enter a new console nickname. Confirm your change once it's complete.

### Calendar

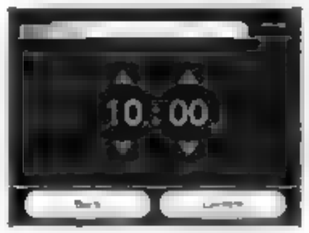
You can change your Wii console's Calendar settings by selecting the DATE or TIME options.

DATE Setting

Change the date by pointing at the up/down arrow that corresponds to the year, month or day, then press the A Button until you see the correct number. Confirm your changes once they're complete.

TIME Setting

Change the time by pointing at the up/down arrow that corresponds to the hours or minutes, then press the A Button until you see the correct number. Confirm your changes once they're complete.



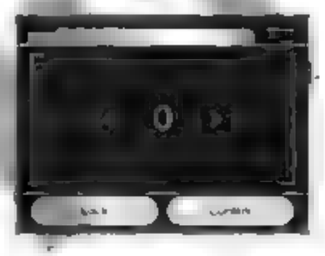

**NOTE:** The Wii console uses a 24 hour clock. For example, 1:00 pm is displayed as 13:00.

### Screen

You can change your Wii screen output settings by selecting the SCREEN POSITION, WIDESCREEN SETTINGS, TV RESOLUTION and SCREEN BURN-IN options.

SCREEN POSITION

Change the horizontal screen position by pointing at the ◄►, then press the A Button until you see the horizontal shift you want. (The range is -8 to +8.) Confirm your position change once it's complete.




WIDESCREEN SETTINGS

You can change the screen format for your Wii display by selecting the STANDARD (4:3) or WIDESCREEN (16:9) options. Confirm your selection once it's complete.

**4:3** Select when you're using a television that supports only standard 4:3 screen aspect ratio.

**16:9** Select when you're using a widescreen television or a television that supports a 16:9 widescreen aspect ratio.

**NOTE:** In addition to using Wii's WIDESCREEN SETTING, you must also adjust your television's options to take advantage of its own widescreen mode(s). Some television sets will not change to widescreen display even when receiving widescreen input from the Wii console.

480p

Some Wii software supports a 480p progressive output that displays at an enhanced quality compared to the standard 576i display. To view Wii display output in 480p, you must change your Wii's TV Resolution setting from 50Hz (576i) or 60Hz (480i) to EDTV/HDTV (480p). Confirm your selection once it's complete. (Games that do not support 480p will be displayed in 480i.)

Your television must be a high-definition TV (HDTV) or enhanced-definition TV (EDTV) to view 480p output.

In addition, you'll also need the separately-sold Wii Component Video cable to connect your Wii to your HDTV or EDTV television. (You cannot see Wii progressive display output when the console is connected to a television using any other kind of cable.)

| | |
|---|---|
| **EDTV / HDTV (480p)** | Select this display output when using the Wii Component Video cable to connect with your HDTV or EDTV. |
| **50Hz (576i)** | Select this display output when using any other kind of cable to connect with your television, such as the Wii AV cable. |
| **60Hz (480i)** | Select this display output when using any other kind of cable to connect with your television, such as the Wii AV cable and if both your television and the software you are using supports 60Hz (480i) mode. |

**NOTE.** If you press and hold down on the ✚ Control Pad while pressing RESET on the Wii console, the Wii console will restart in 50Hz (576i) mode, even if you have 60Hz (480i) mode selected before.

**NOTE.** EDTV/HDTV (480p) does not work with Nintendo GameCube software. If EDTV/HDTV 480p is selected and you start a Nintendo GameCube game, the setting will automatically be adjusted to 50Hz (576i) or 60Hz (480i) (depending on the software specifications).

### SCREEN BURN-IN REDUCTION

When images are displayed in the same place for long periods of time, some television screens can suffer "screen burn-in". (See page 18 in the Wii Operations Manual – System Setup, for more information on TV screen damage.) The Wii console has a SCREEN BURN-IN REDUCTION FEATURE. When activated, the Wii console will fade the screen when Wii software is paused for five or more minutes. (You can revert the screen to its original brightness by simply pressing any button on the Wii Remote Plus other than the POWER Button.)

You can turn Screen Burn-in Reduction ON or OFF by making your selection, then confirming it.

**NOTE:** This Screen Burn-in Reduction feature will not work when playing any Nintendo GameCube software and some Wii software. To reduce the risk of screen burn-in when you break from playing, we recommend pausing the game and turning the TV off until you are ready to play again. Your TV may also have its own screen burn-in reduction function that may fade back the screen imagery or darken it entirely. Please follow your TV manufacturer's recommendations to avoid screen burn-in.

Before using your Wii console with any TV, especially front and rear projection models, be sure to review all documentation included with your TV to find out whether video games can be played on the TV without damaging it.

If in doubt, contact the manufacturer of the TV. Neither Nintendo nor any of Nintendo's licensees will be liable for any damage to your TV.

### SOUND

You can change the sound setting for your Wii output by selecting the MONO, STEREO or SURROUND options. Confirm your selection once it's complete.

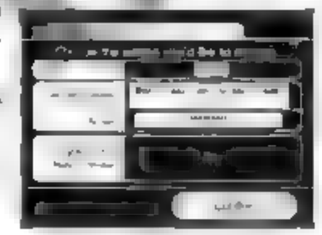
**MONO** Select when you want Wii sound output to come equally out of the left and right speakers. The software must support Mono for audio output. Some games may include only Mono sound.

**STEREO** Select when using software that provides different sounds for the left and right speakers to create a fuller audio effect.

**SURROUND** Select when using software that provides different sounds for the left, right and more speakers to create an even-fuller audio effect. Surround sound can only be enjoyed if the software and the TV or other audio equipment used for sound output are compatible with Surround sound.

### Wii PARENTAL CONTROLS

Selecting allowable video game content



Confirming settings

The Wii Parental Controls settings are included in the system setup. The Wii Parental Controls settings offer you a means to manage what Wii content is accessible to the console users. If you apply Parental Controls, you will be prompted to set a 4-digit PIN which will allow you to adjust the Parental Controls settings in the future, and also allow you to access content that may be restricted by the Parental Controls settings. The first time you select the Parental Controls option, the system will ask you to adjust the settings in order to specify which will be the HIGHEST GAME RATING ALLOWED. To customise the settings later, select the Wii icon from the **Wii Menu** and select Wii SETTINGS, then select PARENTAL CONTROLS. These are the features that are offered within Parental Controls:

- By applying Parental Controls settings you can restrict access to Wii software and related content according to the Pan European Game Information (PEGI) age rating system. Please see below for details of the PEGI age rating system.

**IMPORTANT: Please note that Parental Controls are only supported by Wii, Virtual Console and WiiWare titles and related content. It is not available when playing Nintendo GameCube games on the Wii console. Please ensure your child only has access to Nintendo GameCube games that are suitable for his/her age group.**

**Age rating categories**

Titles rated 3 are suitable for ages 3 and older

Titles rated 7 are suitable for ages 7 and older

Titles rated 12 are suitable for ages 12 and older

Titles rated 16 are suitable for ages 16 and older

Titles rated 18 are suitable for ages 18 and older

**Content descriptors**

Content descriptors will be displayed on the software packaging where applicable. The content descriptors indicate content that is determined based on age.

**The 'Online' logo indicates that a game allows the player to have access to online game play against other players.**

The PEGI system was developed and based on existing systems in Europe. In the drafting of the PEGI assessment form and the shaping of the system organisation, society representatives such as consumers, parents and religious groups have been largely involved. For further information about the Pan European Game Information (PEGI) rating system visit: http://www.pegi.info. Please refer to this system when acquiring new Channels or software either on the Wii Shop Channel or at a retailer.

**NOTE:** This age rating system does not indicate ease or difficulty of a game.

NOT FOR

**If you connect to the internet, you will be able to select these additional Parental Controls options:**

• Use of Wii Points and purchase of goods and services except purchase of Wii Points and purchases made via the Internet Channel

Controls use of Wii Points. If this setting is on, users will be required to enter the Parental Controls PIN when using Wii Points to download from the Wii Shop Channel.

• Online use of the Wii Message Board and access to certain user-generated content

Restricts sending and receiving of messages from the Wii console and limits communication in online games where open text and/or verbal communication is available. Also controls exchange of user created content in compatible games. Note that system updates will be delivered regardless of this setting.

• Access to the Internet Channel and viewing of certain content which is not subject to age rating

If you have downloaded the Internet Channel (subject to availability) via the Wii Shop Channel, it is possible to restrict use of the browser and viewing of content which is not subject to game rating.

• Use of the News Channel

Controls access to the News Channel.

If Parental Controls are applied and a user attempts to play or download content that exceeds the Parental Controls setting, the user will be prompted to enter the Parental Controls PIN to temporarily disable the Parental Controls. The PIN will be necessary each time a user tries to access restricted content.

You will be prompted to select and answer a secret question that will allow you to retrieve a forgotten Parental Controls PIN. If you forget your PIN, please follow the prompts on-screen to answer your secret question. If you are unable to retrieve your PIN by answering your secret question, please call the Nintendo Service Centre.

# Important Privacy Information

**Through your Wii console you will be able to participate in a variety of games and activities, some of which will be online. In order to protect your privacy and that of your family when using your Wii console, we strongly recommend the following:**

## PARENTS PLEASE READ: PROTECTING YOUR CHILDREN'S PRIVACY

• Before allowing your children to use the Wii console, we highly recommend that you educate them on the importance of not sharing any personal information about themselves with strangers. Instruct your children to not use personal information for any nicknames on your Wii console, user names in chatrooms, names for Mii characters or for any other services offered through the Wii console. Explain to them the danger of receiving messages from, or communicating with, strangers.

• You should supervise your children's use of the Wii console at all times and assist them with the setup of the Wii console. If at any time you want to stop your children's use of online or interactive features of the Wii console, you can simply use the Parental Controls settings for your Wii console to restrict use of the Wii online services as explained on page 47.

## PROTECTING THE PRIVACY OF YOUR PERSONAL INFORMATION WHEN USING THE Wii CONSOLE

• Never give out personal information about yourself such as your first or last name, phone number, date of birth, age, e-mail or home address when communicating with strangers or using any services offered on your Wii console.

• If you decide to provide personal information to any third party website, the sharing of such information will be subject to the privacy policy of that company, not Nintendo's privacy policy. Be cautious before providing any personal information to any third party through the online services offered on your Wii console.

• Your Wii console may store certain personal information on on your Wii Remote Plus so please note that by using your Wii Remote Plus on a Wii console other than your own, it is possible that certain personal information about you could be shared with that other Wii console.

• Some data such as data of downloaded games (purchase history), Wii Points (point purchase history), game scores etc. are stored directly on your Wii System Memory. In order to repair or exchange a defective Wii console or to correct any Wii Shop Channel download transaction, please contact your Nintendo Service Centre. For the purpose of repairs or correction of download transactions, a technician may need to access the data stored on your Wii System Memory. The data is only accessed for the purpose of transferring or correcting the data stored on the Wii System Memory, Nintendo will not use or store the data for any other purpose.

• For your protection, prior to selling or transferring your Wii console, please be sure to clean and securely remove all of your personal information including any pictures or messages on the Wii Message Board and all other stored sensitive information on the Wii System Memory. For information on on how to wipe your Wii console clean of all such information, see page 59

NOT FOR

## Sensor Bar

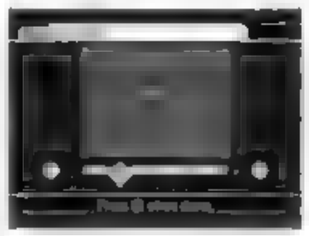
When positioning the Sensor Bar, you may need to adjust two key settings. Select SENSOR BAR POSITION or SENSITIVITY, then proceed with the following instructions.

### SENSOR BAR POSITION

You'll want to adjust this setting to match where you've placed your Wii's Sensor Bar: ABOVE TV or BELOW TV screen. Confirm your selection once it's complete.

### SENSITIVITY

Use this feature to adjust the sensitivity of the pointer function of the Wii Remote Plus. If you find that you're not getting an optimal pointing experience with the Wii Remote Plus, you may want to adjust this setting.



After you select SENSITIVITY from the **Sensor Bar Settings Screen**, you'll see an **Explanation Screen** that further details the Sensitivity setting. Select OK to begin the adjustment test.

In the test, you'll use the pointer to move a cursor into view within the test field. If you see two blinking dots, your current Sensitivity setting is working fine. If you don't see two blinking dots, adjust the Sensitivity with the + and - Buttons until you do, then press the A Button to confirm your new setting.

- If you see three or more dots, the Wii Remote Plus may be sensing an extra light source.

See Wii Remote Plus troubleshooting, pages 35–37 in the Wii Operations Manual – System Setup.

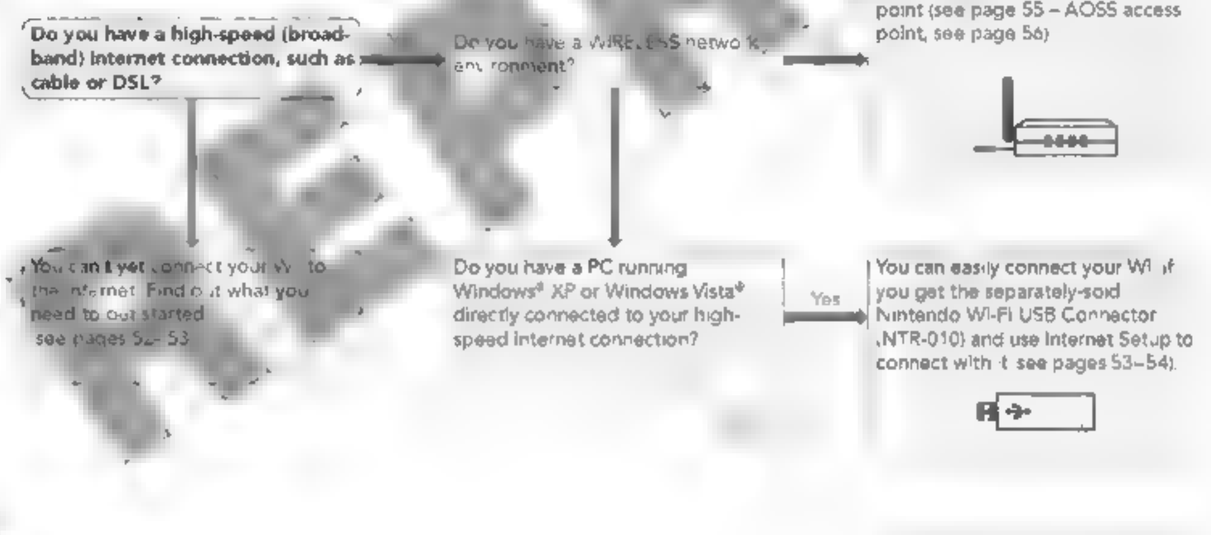
**NOTE:** The initial recommended distance for using the pointer is 1.0 – 3.0 metres (3 to 8 feet) from the Sensor Bar. By increasing the Sensitivity setting, you'll increase the distance from which you can use the pointer. Also note that the influence of direct sunlight and various light sources can make the pointer operation less optimal.

## Internet

You'll probably want to set up your Wii console's internet settings to work well with your home internet connection, whether you have a wireless broadband network or want to connect directly to your wired LAN network.

**NOTE:** When you connect your Wii to the internet, the Wii console and/or the Channels will be automatically updated from time to time.

When you select INTERNET from the **Wii Settings Screen**, you'll go straight to the **Internet Setup Screen**. Before you proceed with setup selections, consult the following flowchart to determine what settings and equipment would work well with your home internet environment.

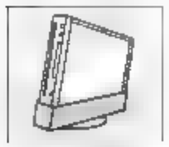



If you rely on a wired high-speed local-area network (LAN) instead of a wireless network, you can connect your Wii console directly to your wired LAN with a Wii LAN Adapter (see page 53).

NOT FOR

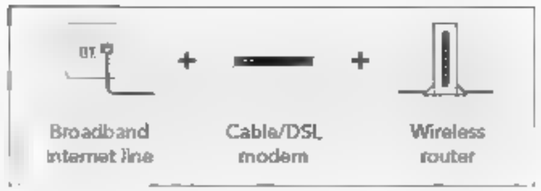
## What You Need for a Wireless Environment

1. Wii console



2. Broadband internet connection

There may be various ways to get a broadband internet connection to your home. Cable, DSL and optical fibre networks are among the most common. Check with your local broadband providers for more information.




**NOTE**: The use of the Wii Network Services is subject to your prior acceptance of the Wii Network Services Agreement, the Wii Network Services Privacy Policy and the Wii Code of Conduct. Copies of the most updated versions of these agreements may be found at http://wii.nintendo-europe.com/terms

3. The following three methods provide the easiest, quickest way to create a wireless networking environment for Wii connection.

### Nintendo Wi-Fi USB Connector (See next page)

Even if you don't have a wireless network for all your home devices, you can still set up a wireless connection for your Wii console.

If you have a PC running Windows XP or Windows Vista directly connected to your broadband internet access, you can plug the separately-sold Nintendo Wi-Fi USB Connector into an open USB port on the PC. Once you install the software that's included with the Nintendo Wi-Fi USB Connector, wirelessly connecting your Wii is easy.

**NOTE:** WiiConnect24 can only be used while your computer is running.

### Wireless Router (Access Point) (See pages 54 – 55

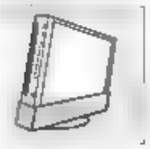
**NOTE:**

- The term access point is used throughout this manual to mean "wireless LAN access points".
- Use an 802.11 compatible access point
- If you want to set up your internet connection manually, please see page 56

### AOSS™ Wireless Router (Access Point) (See pages 55 – 56

## What You Need for a Wired Home Network

1. Wii console



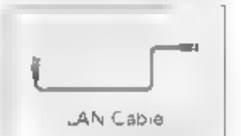
2. Broadband internet connection

There may be various ways to get a broadband internet connection to your home. Cable, DSL, and optical fibre networks are among the most common. Check with your local broadband providers for more information.

3. Wii LAN Adapter

If you rely on a wired high-speed local-area network (LAN), instead of a wireless network, you can connect your Wii console directly to your wired LAN with a Wii LAN Adapter (sold separately, may be purchased at retailers or ordered through Nintendo's website at http://wiisupport.nintendo-europe.com)

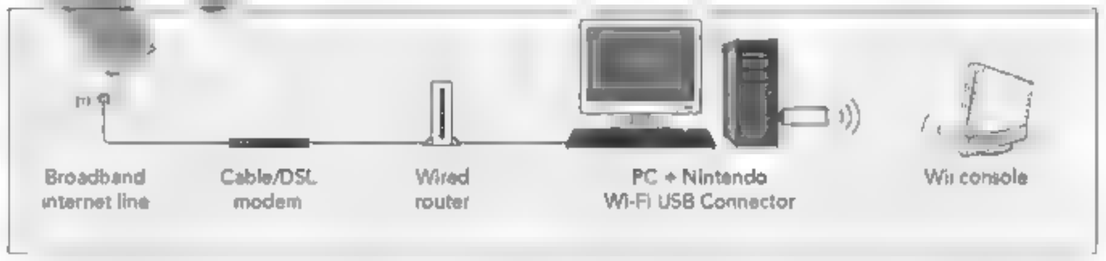
Consult your adapter manual for details on how to connect a Wii LAN Adapter and information about the necessary LAN cable. (The Wii LAN Adapter does not support PPPoE.)




See page 57 for easy internet Setup details for using the Wii LAN Adapter

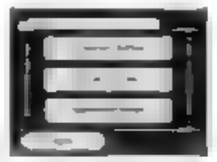
### Internet Setup using the Nintendo Wi-Fi USB Connector

Before using the following internet Setup procedure, ensure that you've installed the Nintendo Wi-Fi USB Connector Registration Tool software on the PC you're using with the connector. Consult the manual included with the separately-sold Nintendo Wi-Fi USB Connector for more details on correct installation.




**NOTE:** WiiConnect24 is only available while your PC is switched on and connected to the internet.

1 Select the CONNECTION SETTINGS option.



2 Select an open connection, indicated by NONE

3 Make sure that the Nintendo Wi-Fi USB Connector is connected to the PC, then select WIRELESS CONNECTION.

4 Select NINTENDO Wi-Fi USB CONNECTOR

NOT FOR

5] Wii

After confirming that the Nintendo Wi-Fi USB Connector is ready, select the NEXT option.

When you see this screen, continue with setup on the PC-side described below.

6] PC

You should see an icon in your Windows XP or Windows Vista taskbar for the Nintendo Wi-Fi USB Connector Registration Tool. Double-click on the icon to launch the tool. It should show all Wii consoles in wireless range, listing each by its Nickname. Select the Wii console that you want to establish a wireless connection for, then click GRANT PERMISSION TO CONNECT from the menu that appears.

Nintendo Wi-Fi USB Connector Registration tool icon

7] After you've established the Wii connection with the PC, you'll see a NEXT option appear in the Wii console's Internet Setup. Select NEXT.

8] Select OK to test the connection.

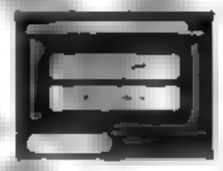
If the test succeeds, you've completed Internet Setup and your Wii is wirelessly connected. If the test fails, consult the Troubleshooting section of the manual (page 64).

Internet Setup Selections for Searching for an Access Point

1] Select the CONNECTION SETTINGS option.

2] Select an open connection indicated by NONE.

3] Select WIRELESS CONNECTION.



4] Select SEARCH FOR AN ACCESS POINT.

5] The Wii console will search for any identifiable wireless access points nearby. Select your access point from the list. Enter security information if applicable. See Troubleshooting on internet connections if problems occur (page 64).

About Connection Setting Lock Icons

- You do not need to input an encryption key.
- You need to input an encryption key in order to connect to the internet. Select the access point to proceed to the **Encryption Key Entry Screen**. Enter the required security information which was registered for the access point.

6] Select OK.

7] Select OK to test the connection.

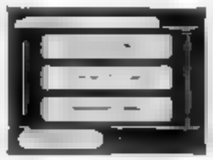
If the test succeeds, you've completed Internet Setup and your Wii is wirelessly connected. If the test fails, consult the Troubleshooting section of the manual (page 64).

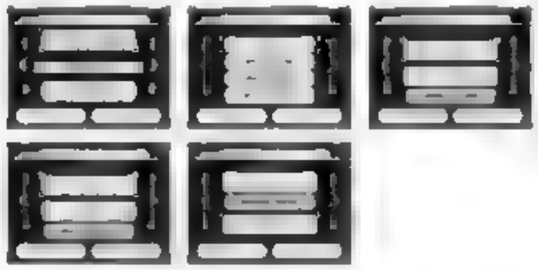
NOT FOR

### Internet Setup Selections for Manually Connecting to an Access Point

Before trying to manually connect to your access point, try to search for it first using the instructions on the previous page

1] To manually connect, first select the CONNECTION SETTINGS option. Select the CONSOLE INFORMATION option if you need to check the MAC address. This information may be needed for manual setup.





2] Select an open connection, indicated by NONE.

Select OK to test the connection

3] Select WIRELESS CONNECTION

4 Select MANUAL SETUP.

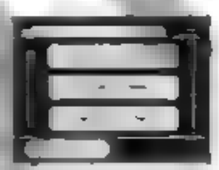
If the test succeeds, you've completed Internet Setup and your Wii is wirelessly connected. If the test fails, consult the Troubleshooting section of the manual (page 64)

### Internet Setup Selections for an AOSS™ Access Point

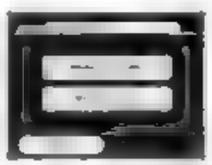
If the access point you are using supports AOSS (BUFFALO INC.) you can easily configure your internet settings with this feature. For details, refer to the instruction manual for your access point

**NOTE:** If you are already using other wireless devices, using AOSS may change the settings of your access point

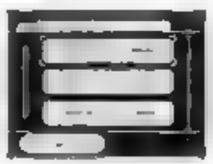
1] Select the CONNECTION SETTINGS option.



3] Select WIRELESS CONNECTION



2] Select an open connection, indicated by NONE.



4 Select the AOSS option.

5 **Wii console:**
Follow the instructions on the TV screen.

**AOSS Access Point:**
Press the AOSS button, holding it down until each of the corresponding LEDs light up.

If this procedure fails repeatedly, wait 3 minutes and try again.

6] Select OK.

7] Select OK to test the connection

If the test succeeds, you've completed Internet Setup and your Wii is wirelessly connected. If the test fails, consult the Troubleshooting section of the manual (page 64)

### Internet Setup Selections for a Wired LAN Adapter

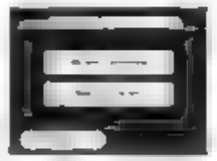
If you rely on a wired high speed local area network (LAN) instead of a wireless network, you can connect your Wii console directly to your wired LAN with a Wii LAN Adapter

Consult your adapter manual for details on how to connect a Wii LAN Adapter

When it's ready, step through the following Internet Setup process

1 Select the CONNECTION SETTINGS option.

3 Select WIRED CONNECTION.



2] Select an open connection, indicated by NONE.

4] Select OK to test the connection

If the test succeeds, you've completed Internet Setup and your Wii is connected. If the test fails, consult the Troubleshooting section of the manual (page 64)

**NOTE:** Select the CONSOLE INFORMATION option if you need to check the MAC Address. This information may be needed for manual setup of an internet connection.

NOT FOR RESALE

### WiiConnect24™

WiiConnect24 allows your Wii console to receive a wide variety of data automatically. Use the WiiConnect24 settings to turn Wii Connect24 ON and OFF, and to enable its **Standby Mode** to receive data automatically 24 hours each day, even when the console isn't in active use. (Your modem or router must be turned on to receive information automatically.)

ON/OFF

When WiiConnect24 is turned ON, your Wii console will automatically use its high-speed internet connection to accept data for a variety of services, including posting messages on the Wii Message Board and receiving messages about new Wii features. Turn WiiConnect24 OFF if you don't want to receive this information. Confirm your selection once it's complete.

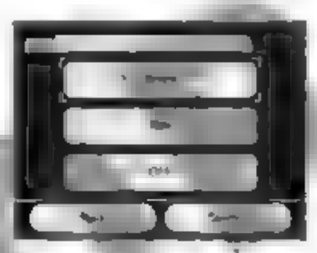
Standby Connection

If you've turned your WiiConnect24 ON (see above), you can additionally set WiiConnect24 to operate in **Standby Mode.** This allows your Wii to automatically receive WiiConnect24 messages and information even when your console isn't in active use.

Turn the Standby option ON if you want WiiConnect24 to operate 24 hours each day. Turn it OFF if you want it to accept data only when you're actively using your Wii console. Confirm your selection once it's complete.

SLOT ILLUMINATION

WiiConnect24 can let you know when it has received data by making the Wii console's disc slot blink. Select the option that you want, then confirm your selection.



**BRIGHT** The Wii console's disc slot will blink bright blue when WiiConnect24 has received new data.

**DIM** The Wii console's disc slot will blink a dim blue when WiiConnect24 has received new data.

**OFF** The Wii console's disc slot will not blink when WiiConnect24 has received new data.

### Language

You can change the language setting for your Wii console menus and screens by selecting English, French, German, Italian, Spanish or Dutch. Confirm your selection once you have chosen your preferred language.

### Country

You can change the country setting for your Wii console. Choose your country of residence.

### Wii System Update

Select this option to connect to the internet and check for new features or system updates. The first time you connect to the internet with your Wii console, you'll be required to perform an update. Later on, we advise you to use this function frequently to make sure your Wii always has the most current system software. You might also be prompted to update your Wii in order to use certain functionalities. In some cases, the updating process may take some time depending on the internet connection: as long as you see that the completion bar is progressing, you don't need to worry.

### Format Wii System Memory

This system option is used to delete **all** Channels and **all** save data that have been added to the Wii console and will re-initialise your Wii console. After completion you will be prompted to switch off your Wii console.

Select the FORMAT option if you wish to delete **all** Channels and save data, then select FORMAT again on the screen to confirm your intention.

**NOTE:** Once erased, data cannot be recovered. If you accidentally delete downloaded content from your Wii System Memory, you can download it again using the Wii Shop Channel.

This system option only removes Channels (including the **"Wii – See what you can do on the Internet"** video) and save data from the Wii console. Information stored in the Wii Shop Channel, including records of your transactions and rights to downloaded software, will not be cleared by this option. This means that you can redownload your previously downloaded software without using any Wii Points.

**NOTE:** When the Wii System Memory is formatted, the **"Wii – See what you can do on the Internet"** video will be erased and cannot be recovered or redownloaded.

To remove your Wii Shop Channel Account and clear information stored in the Wii Shop Channel, including your currently registered Wii Points and downloaded software, please follow the instructions below for deleting Wii Shop Channel Account activity and licences. Remember that once software is deleted, you will not be able to download it again unless you use additional Wii Points.

You should delete your Wii Shop Channel Account first, then your Wii System Memory, prior to selling or otherwise transferring your Wii console to any third party. For more information about privacy and the protection of your personal information, see page 49.

**• Deleting Wii Shop Channel Account Activity and Licences**

All activity on the Wii Shop Channel is tied to your Wii console. This includes records of your transactions, downloaded software, Wii Points and other information you provide via the Wii Shop Channel. To completely delete information from the Wii Shop Channel, including records of your transactions and rights to downloaded software, access the Wii Shop Channel, select SETTINGS/OTHER and then select REMOVE Wii SHOP CHANNEL ACCOUNT.

**NOTE:** You will also lose the right to redownload purchased licences free of charge and you will have to spend additional Wii Points if you decide to use the Wii Shop Channel again at a later date.

# 12 HOME Menu

This menu appears when you press the HOME Button on the Wii Remote Plus. From this menu you can quit or reset Wii software titles, view operations guides for certain downloaded titles, and adjust Wii Remote or Wii Remote Plus settings.

To select an on-screen option, simply point at it with the Wii Remote Plus and press the A Button.

## HOME Menu

Quit the current software title and return to the **Wii Menu**

Close the **HOME Menu** and return to previous screen

Reset the current software title and return to its **Title Screen**

View the electronic manual for certain titles. This is only available for downloaded titles.

Display the battery life for any Wii Remote or Wii Remote Plus controllers currently connected to the Wii console

Go to the **Wii Remote Settings**

**NOTE:** If you select Wii MENU or RESET, you may permanently lose any unsaved information from the title you are currently playing.

## Wii Remote Settings Screen

**Adjust the Wii Remote or Wii Remote Plus speaker volume.**
You can also use the + and - Buttons on the Wii Remote or Wii Remote Plus.

**Turn the Rumble feature ON or OFF.**
(See NOTE below)

**Reconnect the Wii Remote or Wii Remote Plus.**
Use this to change the Wii Remote or Wii Remote Plus you are using or to change the player number order (see below).

Displays the battery life for any Wii Remote or Wii Remote Plus controllers currently connected to the console.

Close the **Settings Menu** and return to the **HOME Menu**.

To synchronise a Wii Remote Plus use the following method:

1. Select the RECONNECT option.
2. Press the 1 and 2 Buttons simultaneously on the Wii Remote or Wii Remote Plus.
3. The Player LEDs will blink until a connection is established.
4. Press any button to return to the **HOME Menu**.

The order in which you synchronise Wii Remote or Wii Remote Plus controllers will determine the player number order. Please see pages 28–29 in the Wii Operations Manual – System Setup for more information on synchronising a Wii Remote or Wii Remote Plus.

**NOTE:** Adjusting the Volume and Rumble settings will affect all Wii Remote or Wii Remote Plus controllers currently connected to the Wii console.

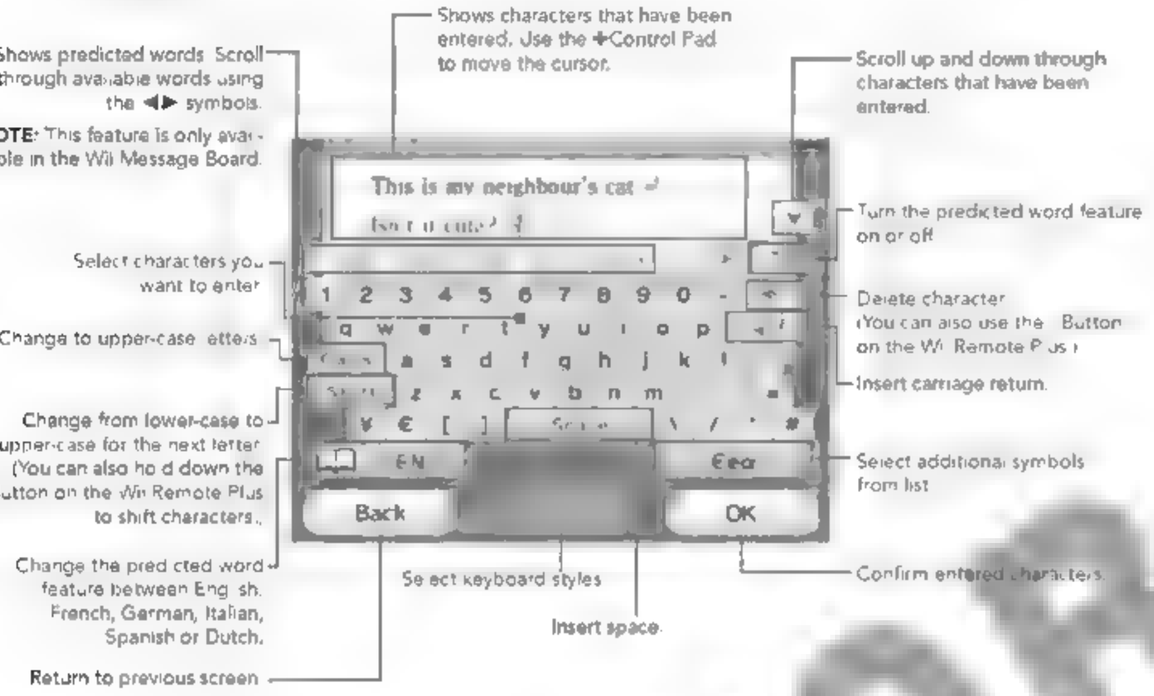
NOT FOR

# Wii Keyboard

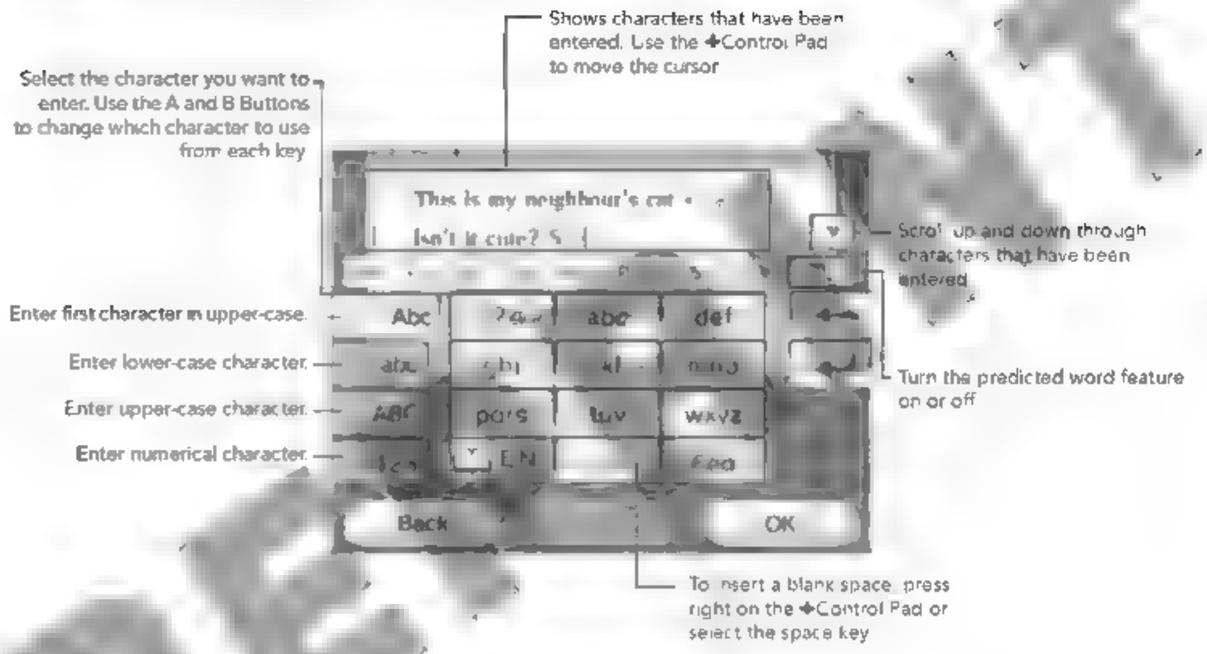
## Using the Keyboard

The **Keyboard Screen** will appear in certain programs when you need to enter text. Examples include creating text for messages in the Wii Message Board or editing a Mii in the Mii Channel.

### QWERTY Keyboard




### Mobile Phone-Style Keyboard



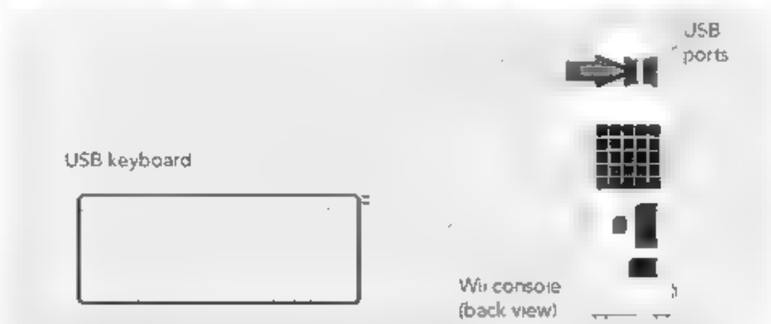

**NOTE:** Many functions on the QWERTY and mobile phone-style keyboards are the same. Items with the same function are described on the QWERTY instruction page.

Example of using the predicted word feature on the mobile phone keyboard for the word "hello"

| | | | |
|---|---|---|---|
| **ghi** | **def** | **jkl** | **hello** |
| Select the key that includes "h". | Select the key that includes "e". | Select the key that includes "l". | Select "hello" from the predicted word list. |

### Using a USB keyboard with your Wii console

You can enter text using a commercially-available USB keyboard.




**NOTE:** USB keyboards cannot be used with the Everybody Votes Channel.

NOT FOR RELEASE

# 14 Troubleshooting

**(Before seeking assistance, review the following problems and solutions.)**

### Can't read SD Card in Photo Channel or SD Card Menu (data is not displayed)

- Make sure the SD Card is fully inserted into the SD Card slot. Try removing and re-inserting the SD Card.
- Check the SD Card on a PC or mobile phone to verify its contents and readability.
- Make sure the content is in a format readable by the Photo Channel or **SD Card Menu**. See page 27 for information on supported file formats.

### Wii Remote Plus doesn't vibrate

- Go to the **HOME Menu** and check to see if the Rumble feature is turned ON (see page 61).
- Make sure that the game you are playing includes the Rumble feature.

### No sound from the Wii Remote Plus speaker

- Go to the **HOME Menu** and check that the volume is turned ON (see page 61).
- Make sure that the game you are playing includes sound from the Wii Remote Plus speaker.

### Can't download games from the Wii Shop Channel

- Make sure you have Wii Points to redeem for products in the Wii Shop Channel.
- Check to see if you have restrictions on using Wii Points.
- Check to see status of Parental Controls.

### Downloading games and updates from the Wii Shop Channel is very slow

- Switch the channel of your router to channel 1 or channel 11.

### Controllers don't work with Wii games, Virtual Console games or WiiWare titles

- Make sure you are using the correct controller. Both the game packaging and the instruction booklet included with the game supply this information.
- If you are playing a game you have downloaded from the Wii Shop Channel, be sure to check the **Controller Confirmation Screen** from the title's **Details Screen** in the Wii Shop Channel to determine which controllers can be used with that game.
- If using the Classic Controller/Classic Controller Pro, make sure it is securely connected to the Wii Remote Plus.
- If using the Wii Remote Plus, make sure no other accessories are plugged into the external extension connector unless required by the game you are playing.
- Make sure the Wii Remote Plus is synchronised with the Wii console.

### Your access point is not listed when SEARCH FOR AN ACCESS POINT is selected

- Make sure your access point is powered on.
- Move closer to the access point if possible or re-orient the console so there is nothing between it and the access point.
- Your access point may not be broadcasting its SSID. Check your router settings through your computer and either set your router to broadcast SSID, or manually enter the SSID in Manually Connecting to an Access Point (see page 56).

### Connection test unsuccessful or unable to connect to the service

- Check the signal strength and move closer to the access point if possible or re-orient the console so there is nothing between it and the access point.
- Make sure you have the latest firmware update for your router. Check with the router manufacturer or the internet service provider that supplied the router.
- You may have to adjust the transmission rate of your router. Some routers have special settings, e.g. "Turbo Boost" or "G-Nitro". These may have to be turned off.
- Your access point may have MAC Filtering enabled. Check your router settings through your computer. You may need to enter your Wii console MAC Address. This can be displayed by choosing CONSOLE INFORMATION after having selected the INTERNET option.
- Your access point may not be broadcasting its SSID. Check your router settings through your computer and either set your router to broadcast SSID, or manually enter the SSID in Manually Connecting to an Access Point (see page 56).
- Try assigning the Wii console a static IP address. Access your router's settings and find the available range of IP addresses. (This is typically found within the DHCP information.) When you find this information, select one of the available IP addresses and enter this in Manually Connecting to an Access Point (see page 56).

### The power shuts off suddenly

- Unplug the Wii Power Supply's AC plug and check the vents for blockage by dust or debris. Clean if necessary, reconnect the AC plug and try turning the Wii console power back on again.
- Make sure there is proper ventilation around the Wii console, and that it is not close to other heat sources.

**More troubleshooting is available at http://wiisupport.nintendo-europe.com, including more detailed setup help for getting connected online.**

NOT FOR REPRINT

# 15 Error Messages and Codes

If an error occurs, a message like the following* may appear on the TV screen.
Proceed according to the following table.

* Wording may be subject to change in further Wii system updates.

| Error Message | Try This |
|---|---|
| An error has occurred.<br>Press the EJECT Button, remove the disc, and turn off the power to the console. Please read the Wii Operations Manual for further instructions. | First, turn the Wii console power off (**Standby Mode**), and remove the Wii Power Supply (RVL-002(UKV)) AC plug from the power socket, pull the plug and not the cord. Next, check whether the disc is dirty or scratched. If it is dirty, gently wipe with a soft cloth from the centre to the outside. Wait about 5 minutes. Then plug the Wii Power Supply's AC plug back into the power socket and turn the console power on. If the same message still appears, the Wii console may be damaged. Turn the Wii console off immediately. Remove the AC adapter's AC plug from the plug, and visit http://wiisupport.nintendo-europe.com for additional troubleshooting. |
| The Wii Remote is experiencing an error. Refer to the Wii Operations Manual for details. | See Wii Remote Plus troubleshooting in the Wii Operations Manual – System Setup. |
| The disc could not be read. Refer to the Wii Operations Manual for details. | The disc may be dirty or damaged. First, remove the disc and check for contamination, dirt, scratches or other irregularities. If necessary, clean the disc by wiping with a soft cotton cloth (do not use paper) from the centre to the outside. Then re-insert the disc into the Wii console and turn the power on again. If the same error message still appears, visit http://wiisupport.nintendo-europe.com for additional troubleshooting. |
| There is not enough available space in the Wii System Memory. (...) | • Use the **Data Management Screen** and try moving files to a SD Card, or to delete files (see Wii Settings and Data Management, page 42).<br>• If this does not work, try deleting the save data for the Channel that is running. If the same error message still appears, visit http://wiisupport.nintendo-europe.com for additional troubleshooting. |
| The Wii System Memory has been damaged. Refer to the Wii Operations Manual for details. | The Wii System Memory is damaged. Visit http://wiisupport.nintendo-europe.com for additional troubleshooting. |
| The device inserted in the SD Card slot can't be used. | • When using SD Cards<br>Check the saved data on a computer. If no files are displayed, the SD Card could be damaged.<br>• When using SDHC Cards<br>Check the software instruction manual and the reverse of the packaging to see if the title is compatible with SDHC Cards. Depending on the type of software being used, follow the advice below:<br>- When using SDHC Card-compatible Wii software, remove the SDHC Card and re-insert it.<br>- When using Wii software which isn't compatible with SDHC Cards, remove the SDHC Card from the SD Card slot.<br>When the same error message appears even after following the advice above, check the saved data on a computer. If no files are displayed, the SDHC Card could be damaged. |



In the case of problems such as incorrect internet settings or the connection test not being successful, an error message will be displayed along with an error code. Please refer to the following table for information on how to deal with the problem. Otherwise, check the Internet Setup (see page 51), visit http://wiisupport.nintendo-europe.com or refer to the instruction manual for your network device.

| Error Code | Situation | Try This | Refer To |
|---|---|---|---|
| 50100-<br>50199 | Could not connect to the internet. | Please try again later. If the problem persists, please contact your Nintendo Service Centre. | p. 51 |
| 50200-<br>50299 | No connection setting.<br>Choose a setting from the Internet Setup screen. | Check Connection Settings for the network device you wish to connect to. | p. 51 |
| 50300-<br>50399 | The internet settings are not correct. | Check the settings of the network device you wish to connect to. | p. 51 |
| 50400-<br>50499 | The USB plug of the Wii LAN Adapter is not properly inserted. | Ensure the USB plug of the Wii LAN Adapter is inserted as far as it will go. | ---- |
| 51000-<br>51099 | Cannot find access point.<br>Check that SSID is correct. | Check the SSID on the network device you wish to connect to. | p. 51 |
| 51300-<br>51399 | Cannot connect to Wireless LAN access point for unknown reason. | • Check access point settings.<br>• Check that the Encryption Key (if required) and other security settings for your Wii match those of the access point.<br>• When connecting to the internet using a Nintendo Wi-Fi USB Connector, ensure you select the setting that enables this connection. | p. 51 |
| 51400-<br>51499 | Cannot connect to the Wii LAN Adapter for unknown reason. | • Check that the USB plug of the Wii LAN Adapter is fully inserted into the Wii console.<br>• Check that the power on the network device is switched on.<br>• Check that the Wii LAN Adapter is properly connected to the network device.<br>• There may be a problem with your network device. Please check network device settings. | ---- |
| 52000-<br>52099 | Could not automatically obtain IP address. | • Ensure that the DHCP Server function on network device is enabled.<br>• If the DHCP Server function cannot be used, adjust the settings on the device you wish to connect to.<br>• For wireless LAN connection, ensure that the security settings and Encryption Key (if required) match the settings for the access point. | p. 51 |
| 52100-<br>52199 | The Wii console could not connect to the internet. | • Check that the internet environment you are using is able to access the internet.<br>• Check all the Connection Settings options after "Automatically Obtain IP Address".<br>• If "Automatically Obtain IP Address" on Connection Settings is not enabled, check that the security settings and Encryption Key (if required) match the access point settings. | p. 51 |



NOT FOR REPRINT

| Error Code | Situation | Try This | Refer To |
|---|---|---|---|
| 52200-52299 | Cannot connect to server for the connection test. | Please try again later. | ---- |
| 52600-52699 | Could not connect to NAT connection test server. | If this occurs frequently, it is possible that there is a problem with your internet environment. Check your Connection Settings etc. | p. 51 |
| 52700-52799 | Due to a network device with the same IP address, the Wii console cannot connect to the internet. | Adjust Connection Settings. | p. 51 |
| 54000-54099 | Due to a communication error, you have been disconnected from the internet. | Please try again later. If the problem persists, please contact your Nintendo Service Centre. | p. 51 |
| 32001 | Cannot connect to the system update server. | Please try again later. If the problem persists, please contact your Nintendo Service Centre. | p. 51 |
| 32002 | Due to a network error, the system update was not possible. | Please try again later. If the problem persists, please contact your Nintendo Service Centre. | p. 51 |
| 32003 | Due to a lack of available space in the Wii System Memory, the update was not possible. | Transfer files saved on the Wii System Memory to an SD Card, or delete files. | p. 41 |
| 32004 | Due to an error, the system update was not possible. | Please contact your Nintendo Service Centre. | p. 59 |

# 16 Contact

UK and Ireland

The Wii Network Services are operated by Nintendo of Europe GmbH,
Nintendo Centre, 63760 Grossostheim, Germany
E-Mail: info@nintendo.de, Telephone: 06026 950-0
VAT-number: DE 132095955
Company registered at Local Court of Aschaffenburg HRB 4276
Managing Director: Satoru Shibata

For support in your local language, please contact the Nintendo Service Centre.
Telephone: +44 (0) 870 60 60 247 (You must gain the permission of the person responsible for paying the telephone bill before phoning, please dial carefully)
Email: NintendoServiceCenter@codestorm.co.uk

NOT FOR REPRINT

This product contains browser technology ("Opera Browser") licensed from Opera Software ASA (www.opera.com).
(Opera® Browser from Opera Software ASA. Copyright 1995-2008 Opera Software ASA. All rights reserved.)
The Opera Browser includes the Zlib compression library, developed by Jean-loup Gailly and Mark Adler.
Copyright © 1995-2004 Jean-loup Gailly and Mark Adler.
The Opera Browser includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit.
Copyright © 1998-2001 The OpenSSL Project. All rights reserved.
Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. All advertising materials mentioning features or use of this software must display the following acknowledgment:
   "This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit.
   (http://www.openssl.org/)"
4. The names "OpenSSL Toolkit" and "OpenSSL Project" must not be used to endorse or promote products derived from this software without prior written permission. For written permission, please contact openssl-core@openssl.org.
5. Products derived from this software may not be called "OpenSSL" nor may "OpenSSL" appear in their names without prior written permission of the OpenSSL Project.
6. Redistributions of any form whatsoever must retain the following acknowledgment:
   "This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit
   (http://www.openssl.org/)"

THIS SOFTWARE IS PROVIDED BY THE OpenSSL PROJECT "AS IS" AND ANY EXPRESSED OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE OpenSSL PROJECT OR ITS CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
The Opera Browser contains cryptographic software written by Eric Young.
Copyright © 1995-1998 Eric Young (eay@cryptsoft.com). All rights reserved.
This package is an SSL implementation written by Eric Young (eay@cryptsoft.com).
The implementation was written so as to conform with Netscapes SSL.
This library is free for commercial and non-commercial use as long as the following conditions are aheared to. The following conditions apply to all code found in this distribution, be it the RC4, RSA, lhash, DES, etc., code; not just the SSL code.
The SSL documentation included with this distribution is covered by the same copyright terms except that the holder is Tim Hudson (tjh@cryptsoft.com).
Copyright remains Eric Young's, and as such any Copyright notices in the code are not to be removed. If this package is used in a product, Eric Young should be given attribution as the author of the parts of the library used. This can be in the form of a textual message at program startup or in documentation (online or textual) provided with the package.
Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. All advertising materials mentioning features or use of this software must display the following acknowledgement:
   "This product includes cryptographic software written by Eric Young (eay@cryptsoft.com)"
   The word 'cryptographic' can be left out if the routines from the library being used are not cryptographic related :-).
4. If you include any Windows specific code (or a derivative thereof) from the apps directory (application code) you must include an acknowledgement: "This product includes software written by Tim Hudson (tjh@cryptsoft.com)"

THIS SOFTWARE IS PROVIDED BY ERIC YOUNG "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
The licence and distribution terms for any publically available version or derivative of this code cannot be changed. i.e. this code cannot simply be copied and put under another distribution licence [including the GNU Public Licence.]
Number-to-string and string-to-number conversions are covered by the following notice:
The author of this software is David M. Gay.
Copyright © 1991, 2000, 2001 by Lucent Technologies.
Permission to use, copy, modify, and distribute this software for any purpose without fee is hereby granted, provided that this entire notice is included in all copies of any software which is or includes a copy or modification of this software and in all copies of the supporting documentation for such software.
THIS SOFTWARE IS BEING PROVIDED "AS IS", WITHOUT ANY EXPRESS OR IMPLIED WARRANTY. IN PARTICULAR, NEITHER THE AUTHOR NOR LUCENT MAKES ANY REPRESENTATION OR WARRANTY OF ANY KIND CONCERNING THE MERCHANTABILITY OF THIS SOFTWARE OR ITS FITNESS FOR ANY PARTICULAR PURPOSE.
Portions of this software are copyright © 2006 The FreeType Project (www.freetype.org). All rights reserved.

Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

This product contains PrFILE®2 FAT file system, PrMAIL mail client library, and PrUSB/Host USB host stack of eSOL Co., Ltd. Copyright © 2006 eSOL Co., Ltd. PrFILE®2 is a registered trademark of eSOL Co., Ltd. In Japan. PrMAIL and PrUSB/Host are trademarks of eSOL Co., Ltd. in Japan.
Wii includes RSA BSAFE Cryptographic software from RSA Security Inc. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. In the United States and/or other countries. © 2005 RSA Security Inc. All Rights Reserved.

Although an IBM logo appears on the Wii package, IBM is not responsible for warranty support of Wii.

Wii uses certain fonts provided by Fontworks Inc.
SDHC Logo is a trademark.

Windows and Windows Vista are trademarks of the Microsoft group of companies.

eZiText® and Zi® are registered trademarks of Zi Corporation.

AOSS™ and AOSS™ are the trademarks of BUFFALO INC.

DOLBY PRO LOGIC II

RSA SECURED

SDHC

OPERA software

Powered by mobiclip

REPRINT

ELEMENTS OF THE Wii CONSOLE AND THE Wii NETWORK SERVICES ARE PATENT PENDING. BOTH IN THE UNITED STATES AND INTERNATIONALLY.
TM, ® AND THE Wii LOGO ARE TRADEMARKS OF NINTENDO. ALL RIGHTS RESERVED.
© 2009 NINTENDO.